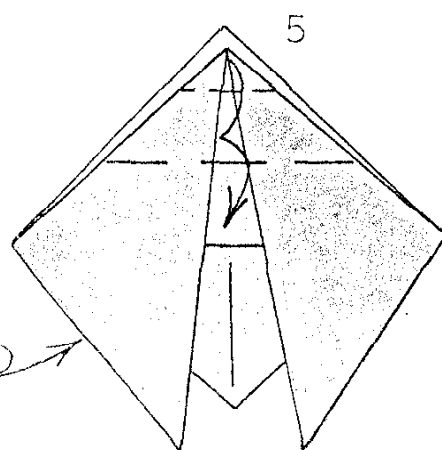
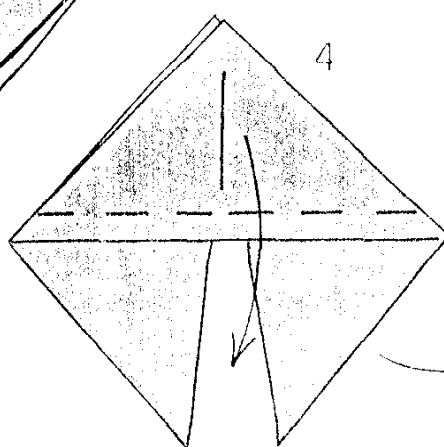
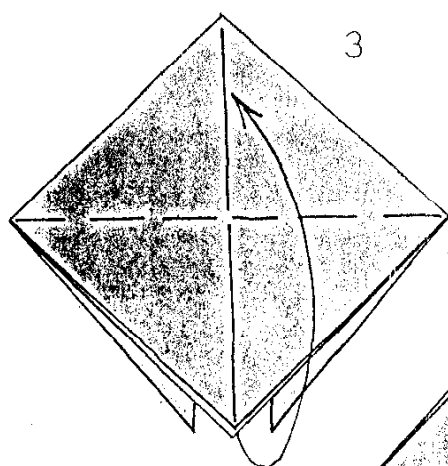
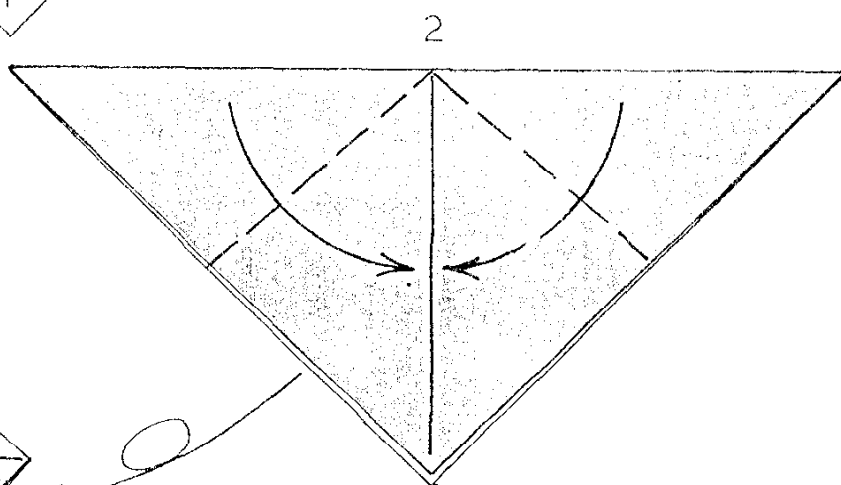
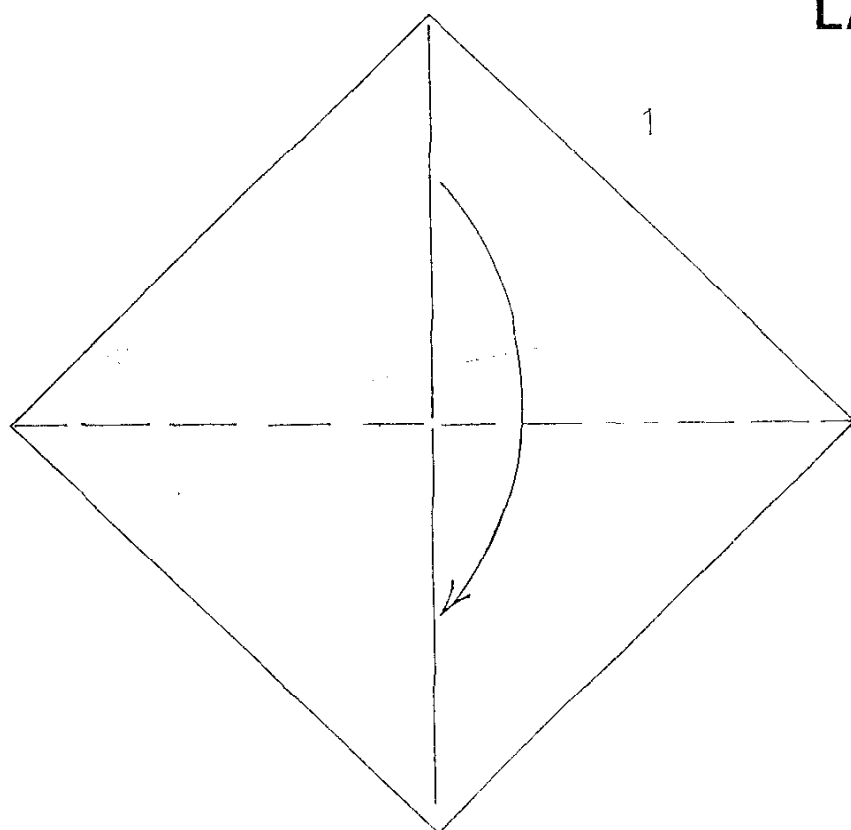
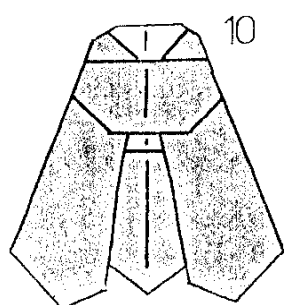
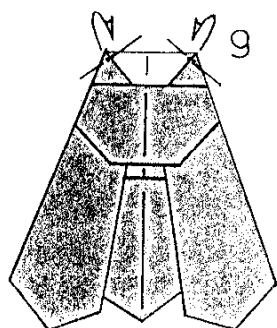
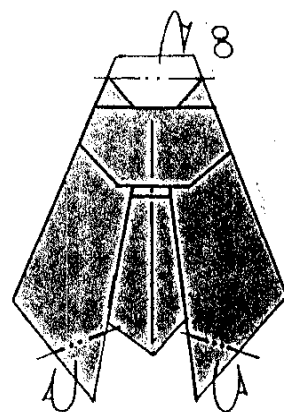
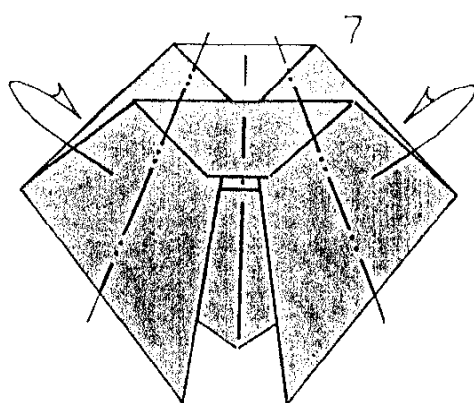
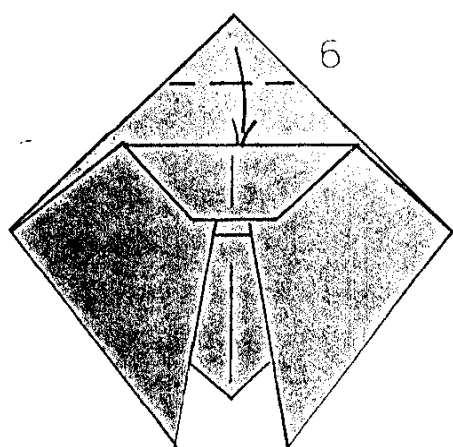
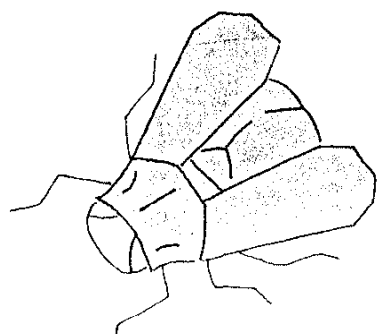
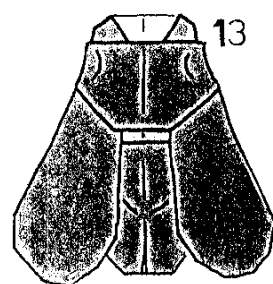
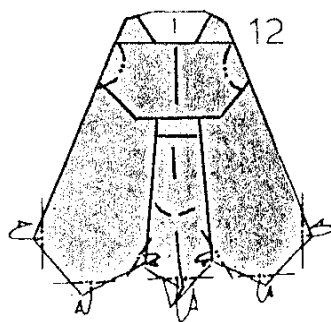
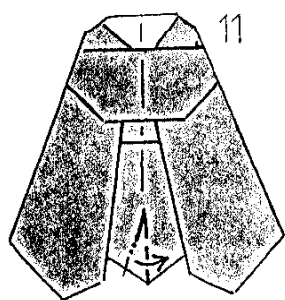
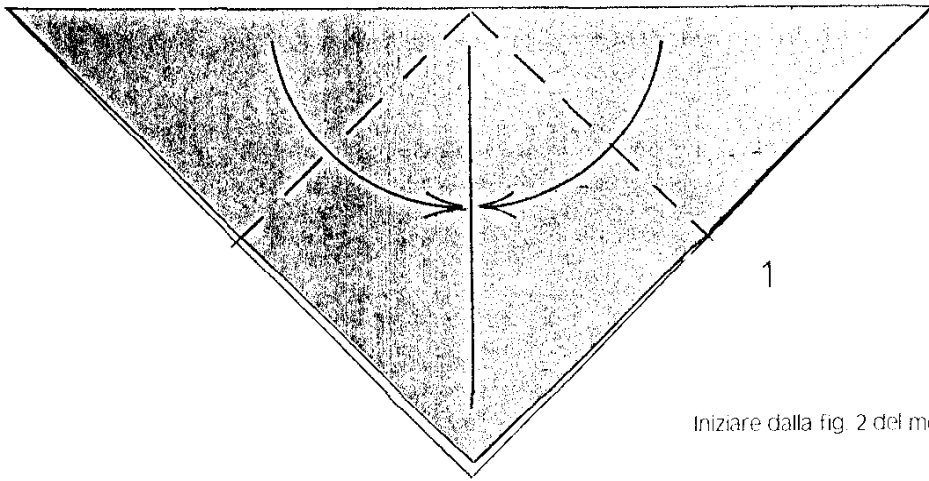
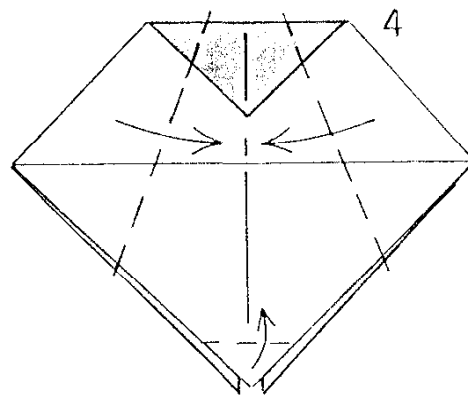
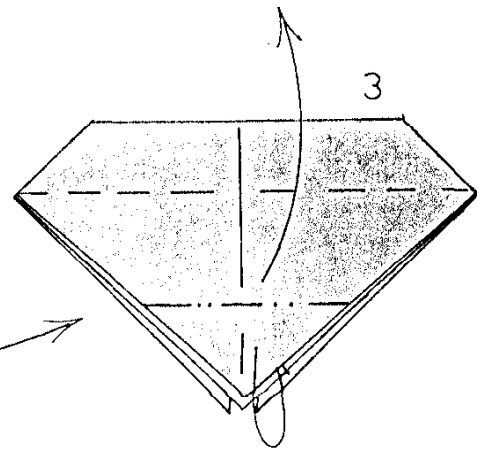
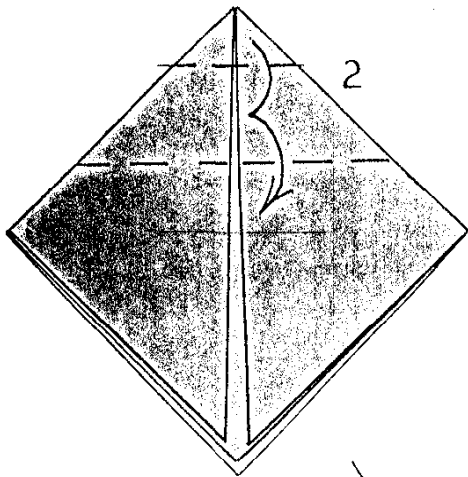
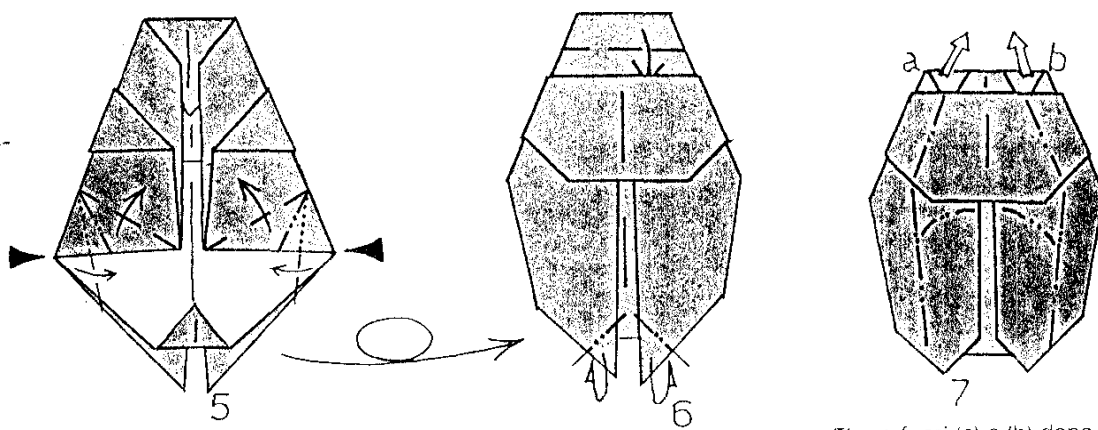
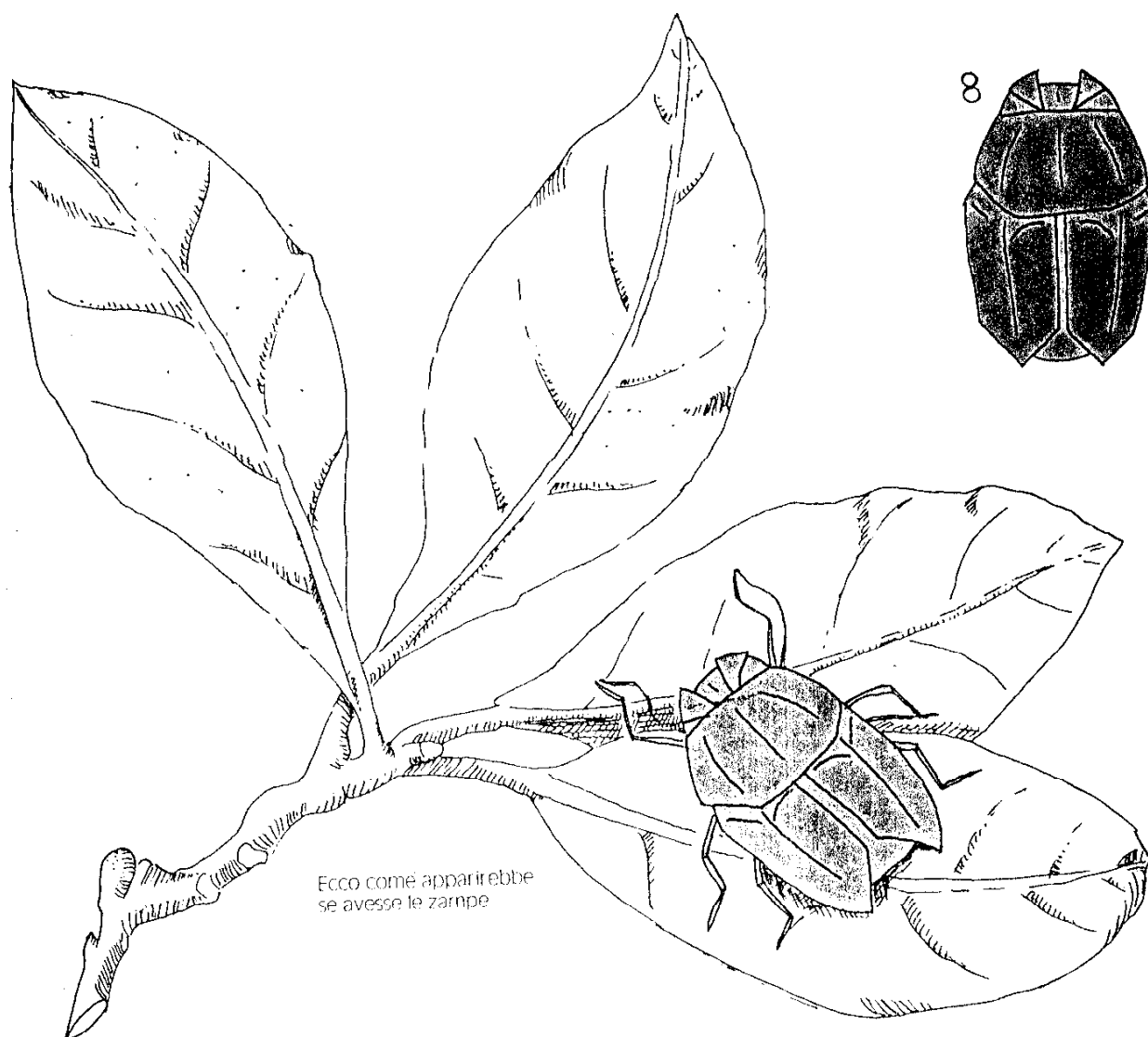
ORIGAMI
gli insetti

ORIGAMI
gli insetti

di Alfredo Giunta

LA MOSCA n. 1

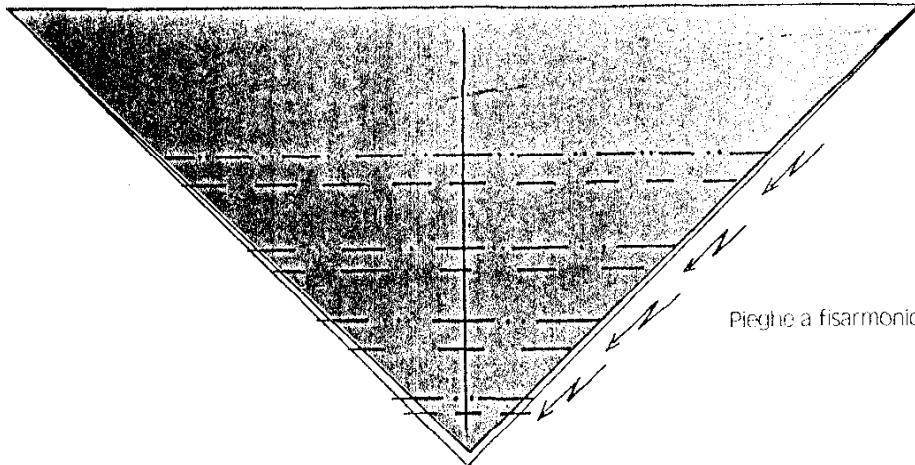
A questo punto la mosca è finita ma volendo si può continuare, per dare tridimensionalità

Se avesse le zampe, la mosca apparirebbe così.

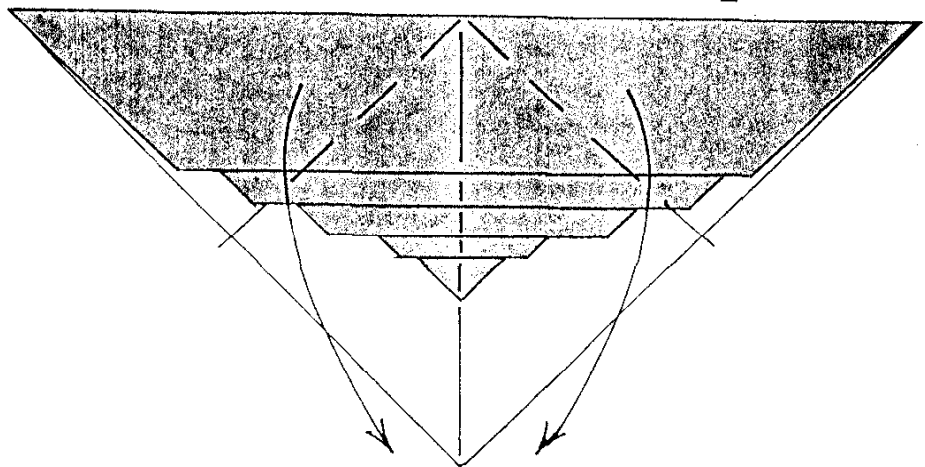
IL COLEOTTERO

Iniziare dalla fig. 2 del modello precedente

Tirare fuori (a) e (b) dopo piegare a monte lungo le pieghe segnate per dare tridimensionalità.

8

Ecco come apparirebbe se avesse le zampe

LA CICALA

1

Iniziare dalla fig. 1 del modello precedente.

Pieghe a fisarmonica solo sul primo lembo.

2

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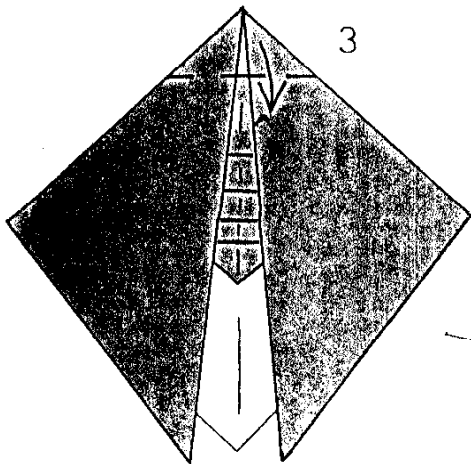
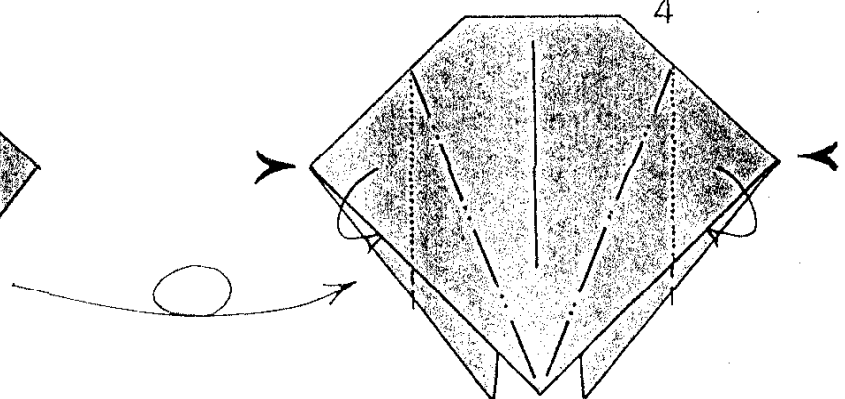
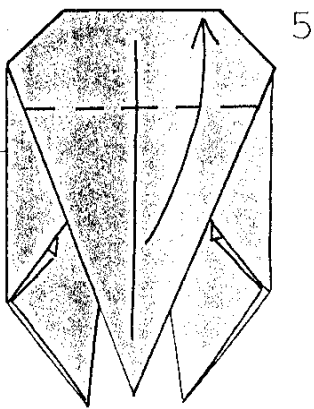
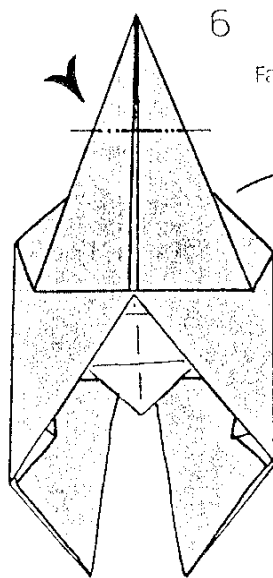
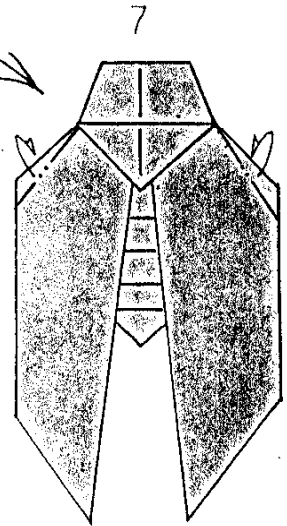
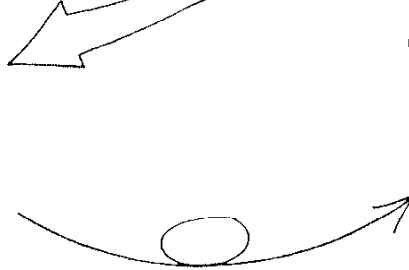
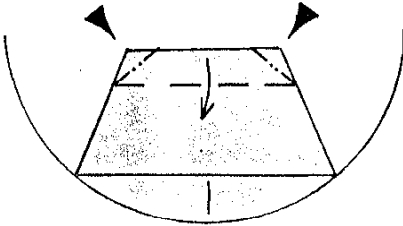
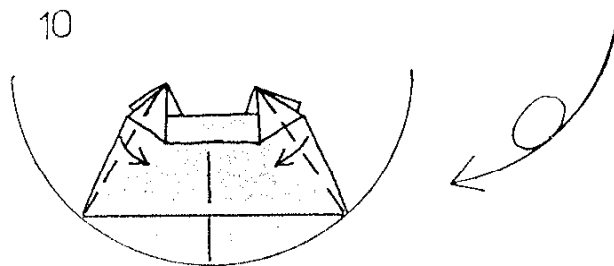
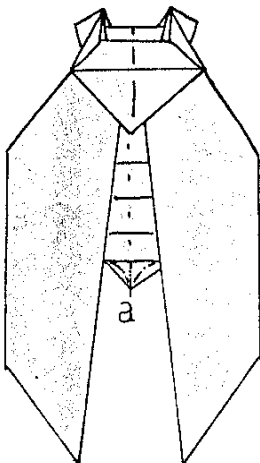
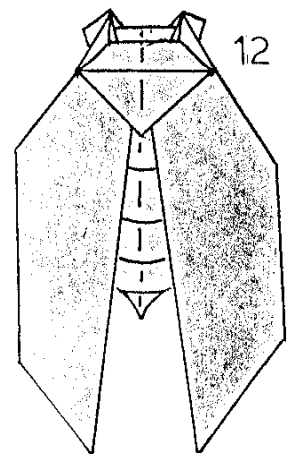
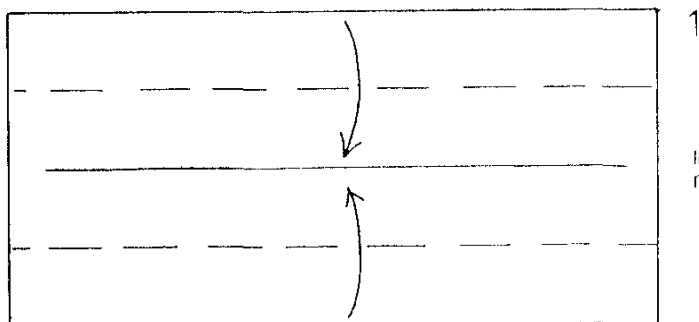
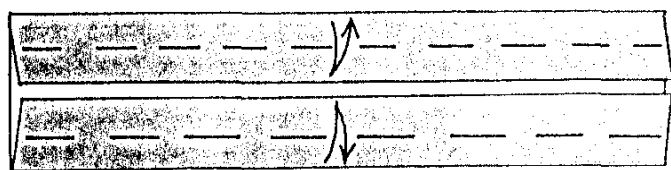

4

5
6
Far rientrare la punta
7
8
Piegare e schiacciare gli angoli
9
10
11
a
12
Per dare tridimensionalità a questa figura,
basta tirare leggermente ogni segmento
dell'addome e schiacciarlo al centro
Infine pizzicare la punta (a).

IL BRUCO

Iniziare con un rettangolo 2 x1

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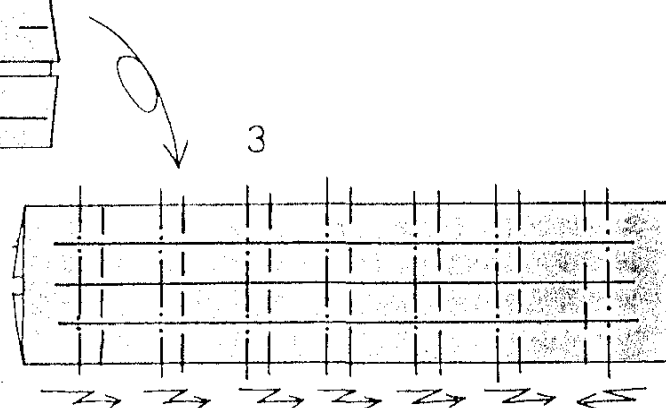
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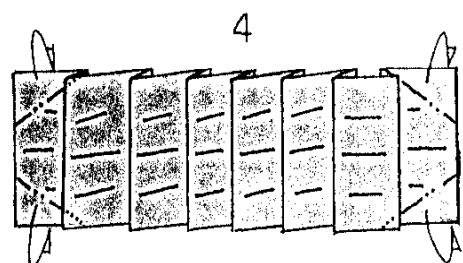
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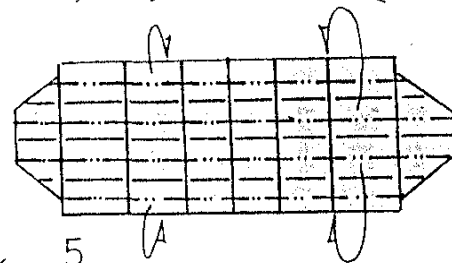
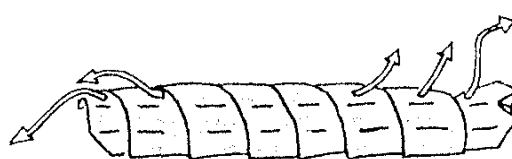
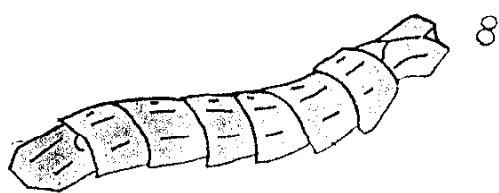
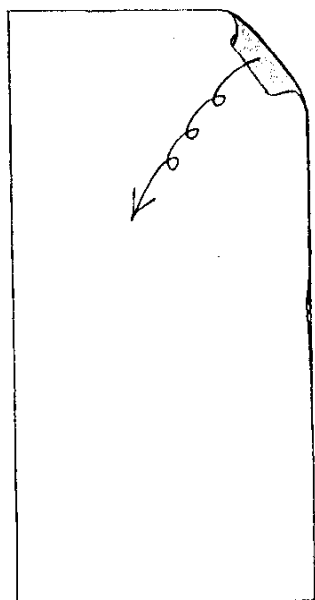
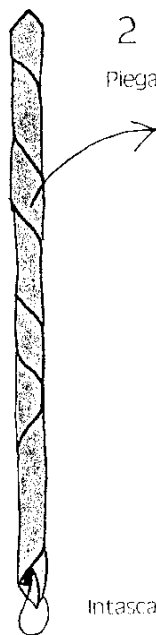
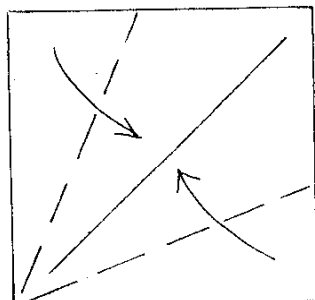
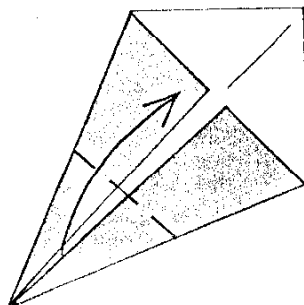
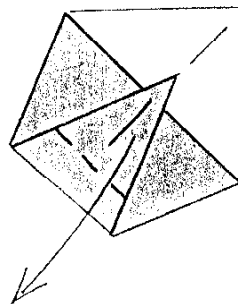
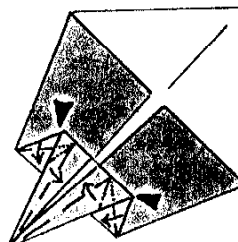
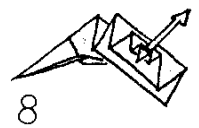
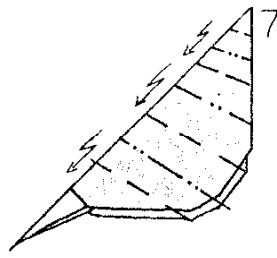
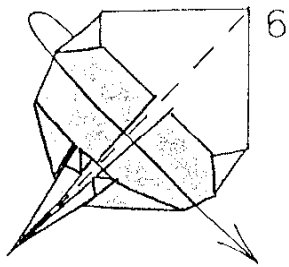
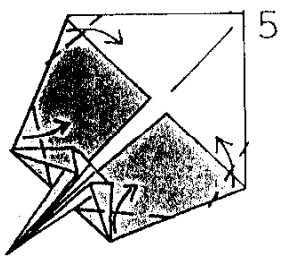
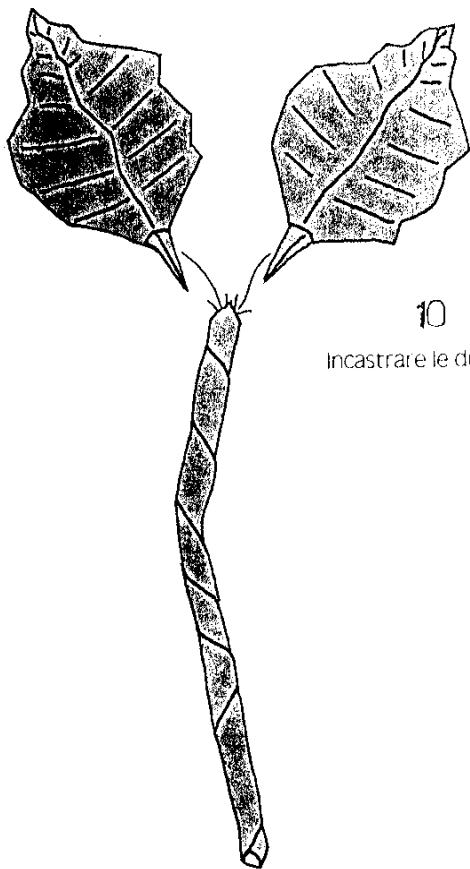

5

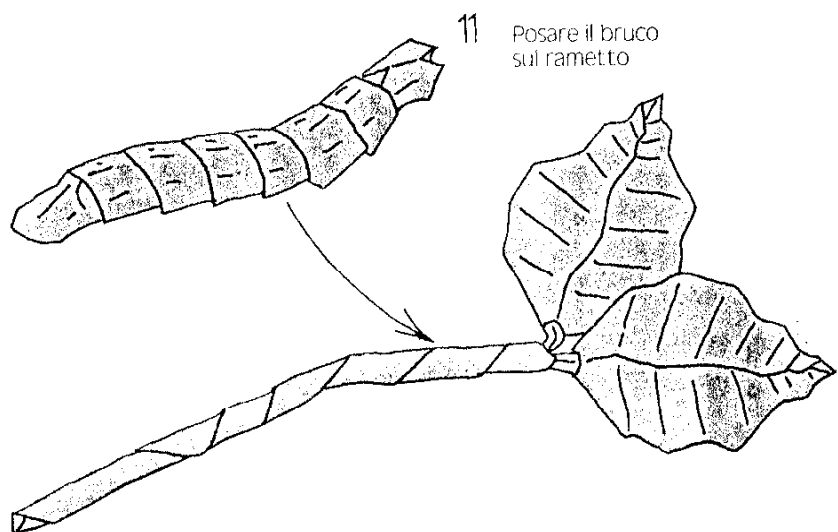
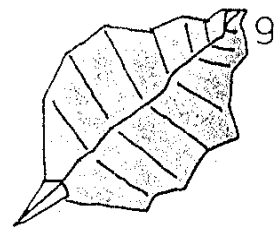
Arrotondare il corpo seguendo le pieghe

Modellare ogni segmento del corpo, seguendo le curve delle frecce

Il bruco sopra un rametto

IL RAMETTO

LA FOGLIA

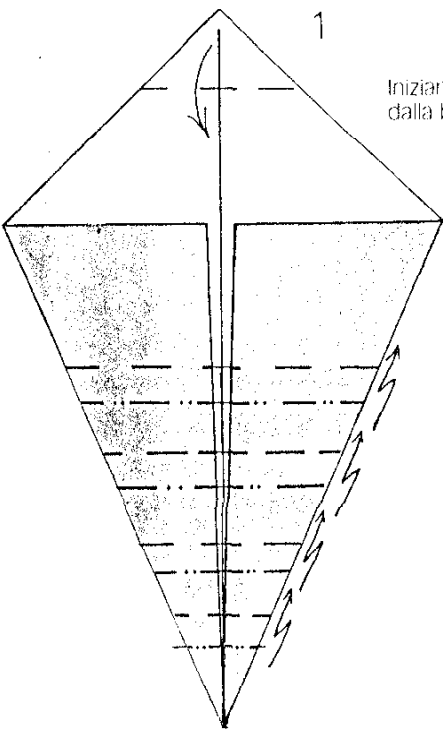
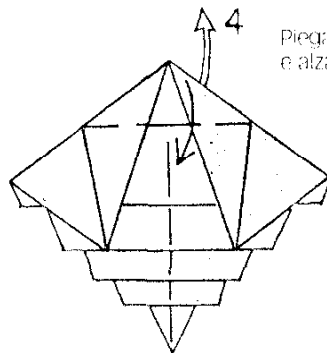
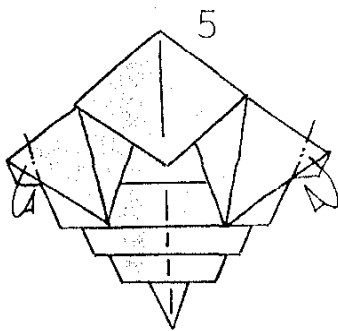
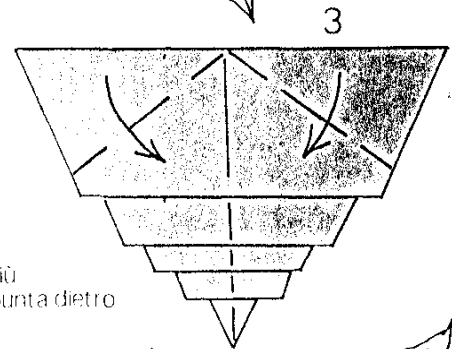
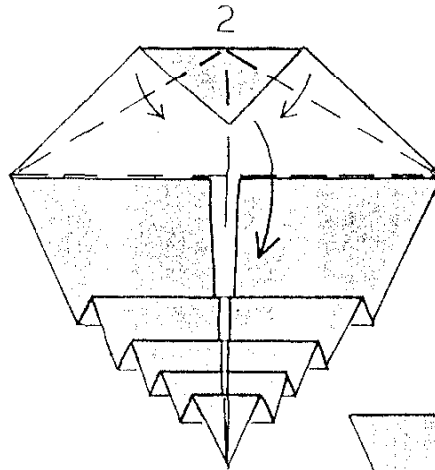
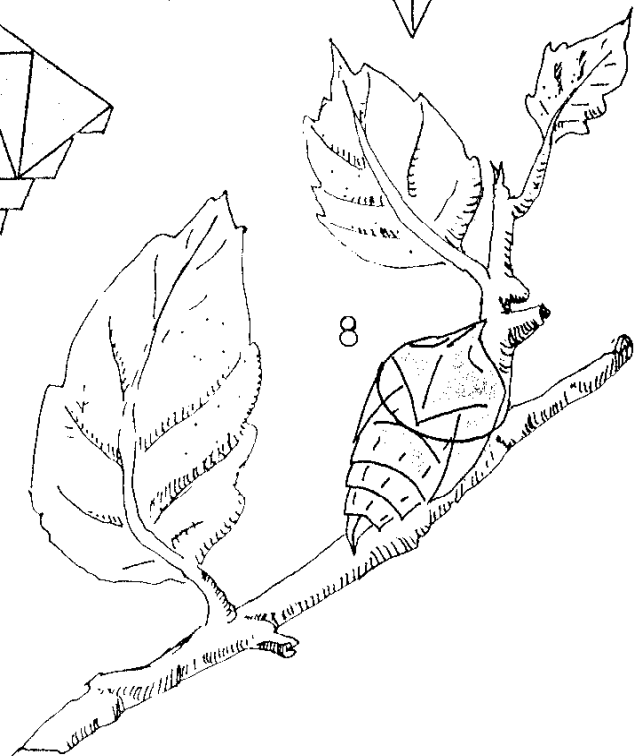
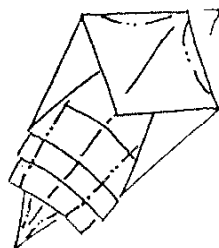
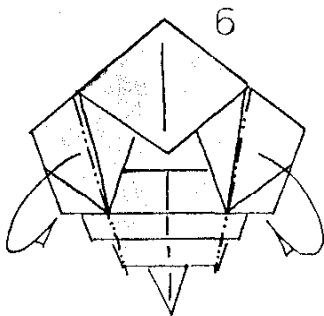
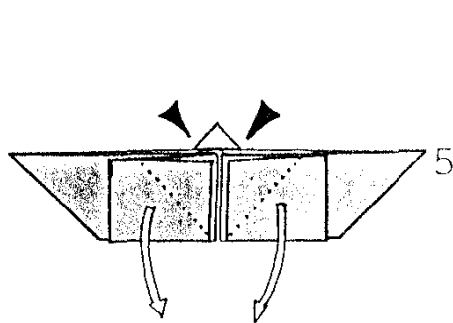
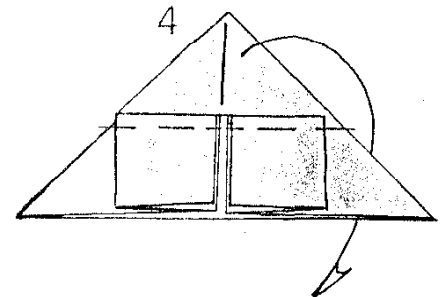
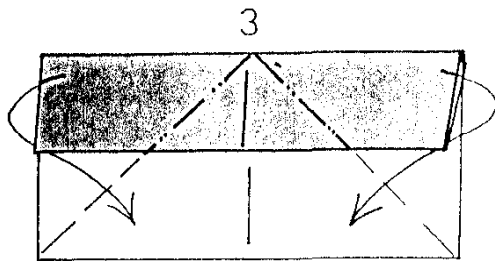
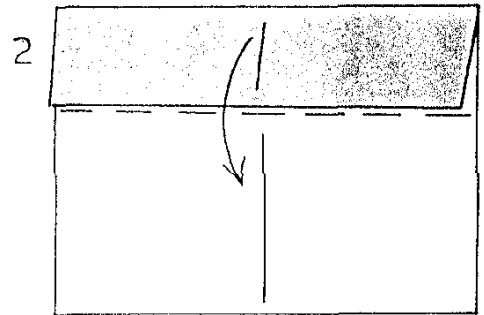
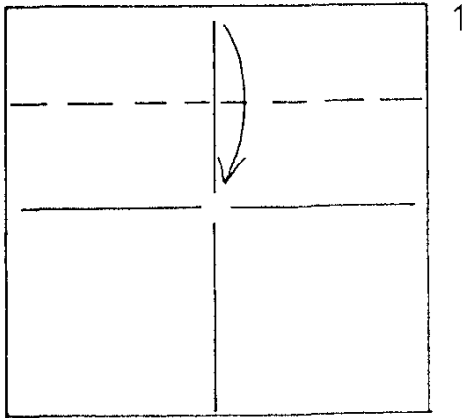
8

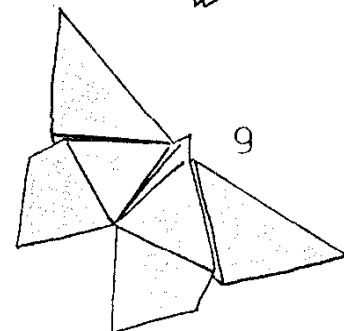
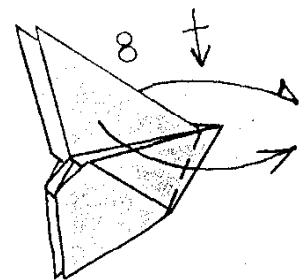
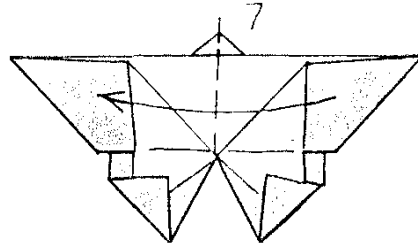
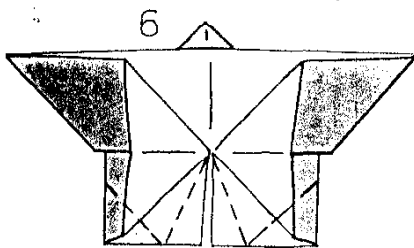
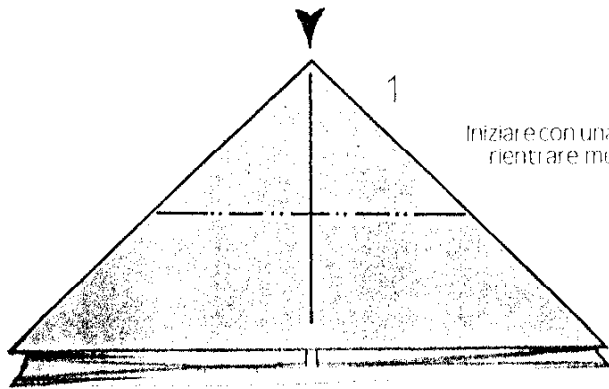
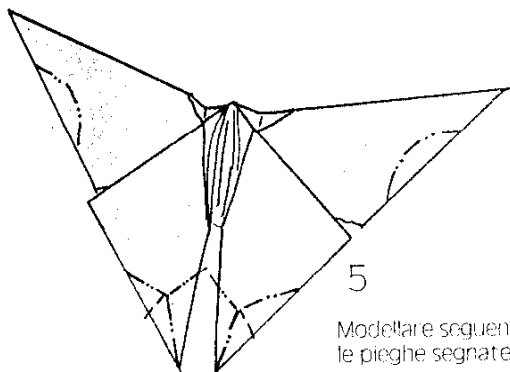
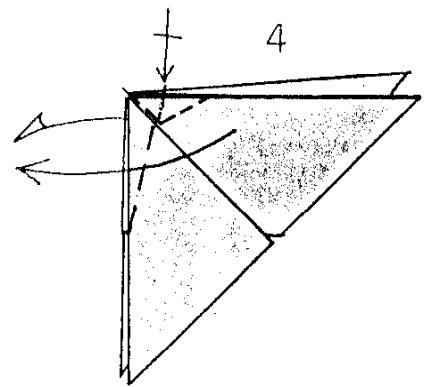
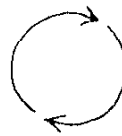
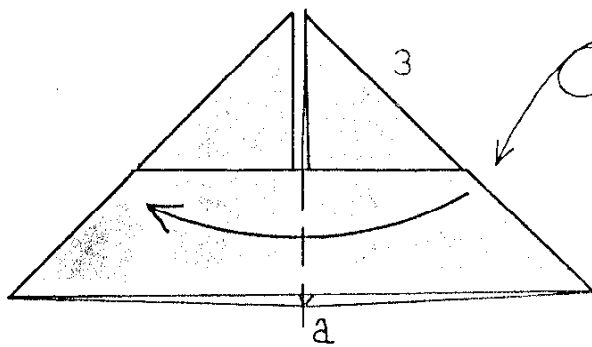
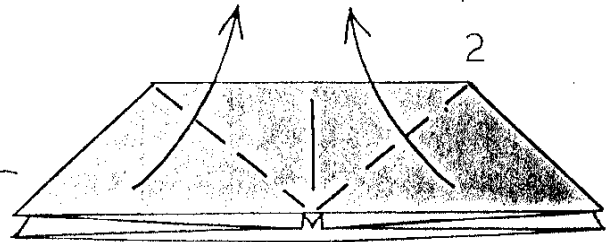
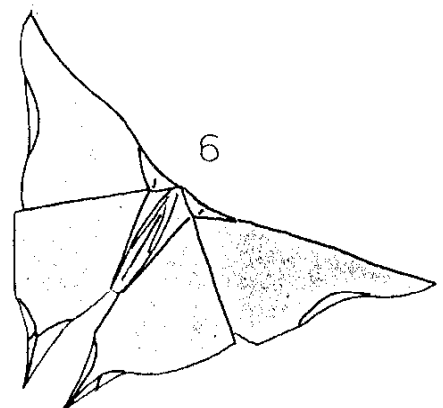
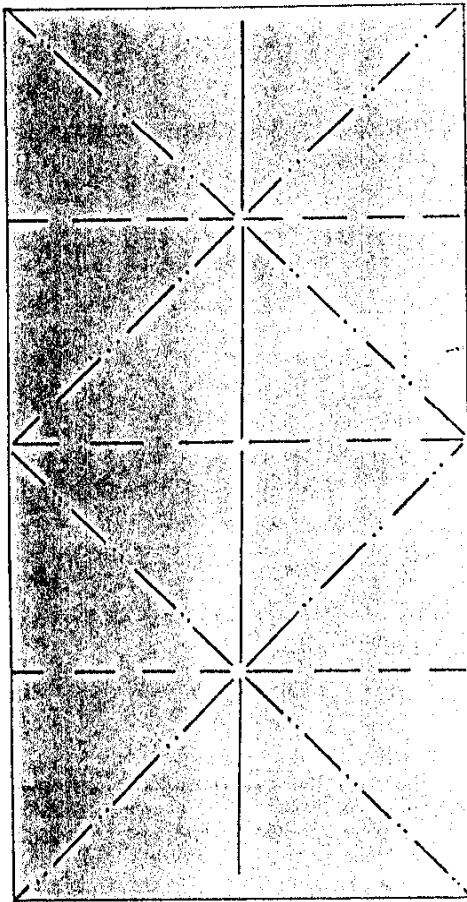
Tirare su
e allargare la foglia

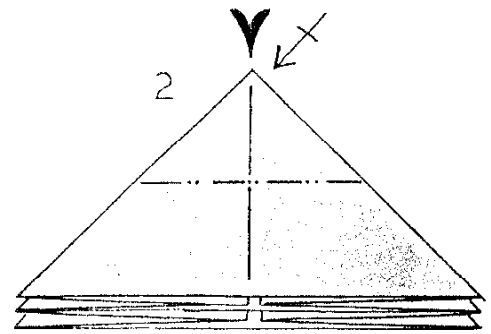
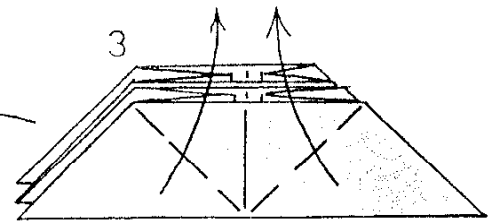
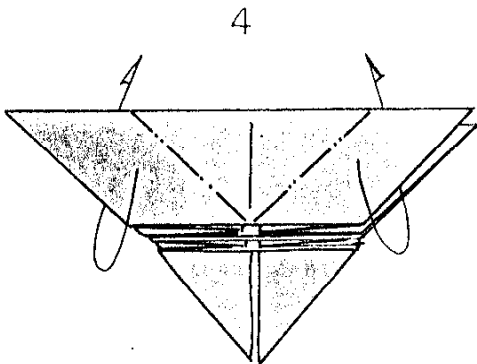
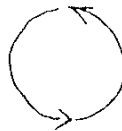
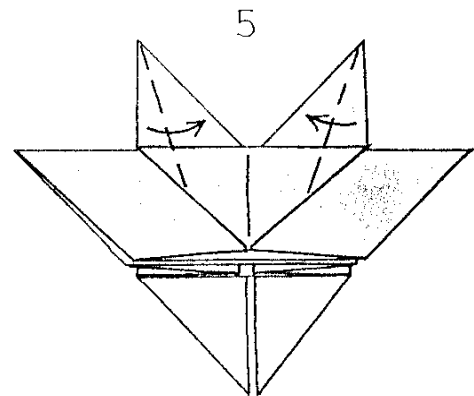
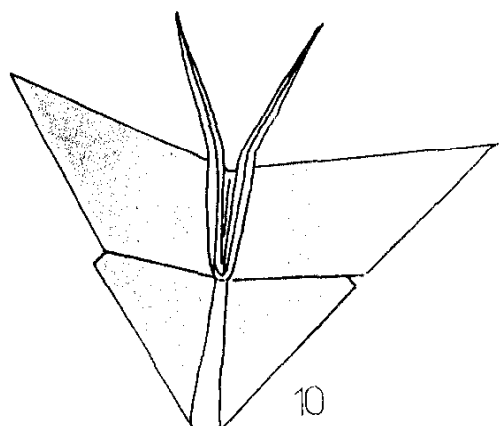
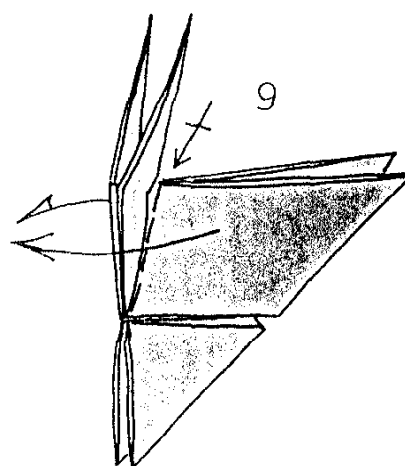
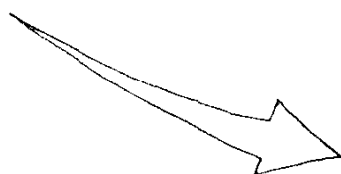
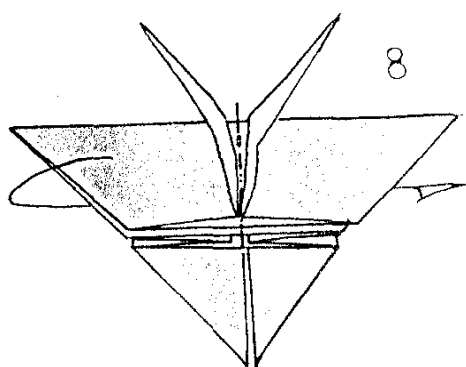
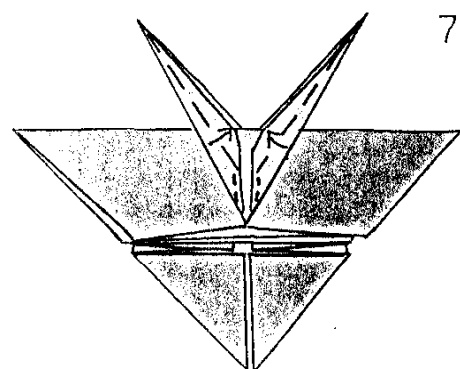
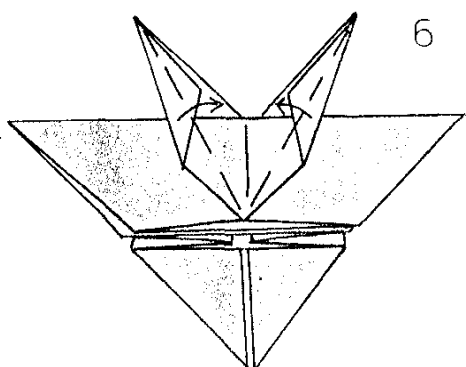
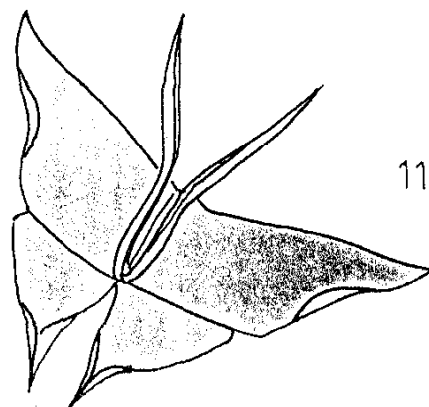
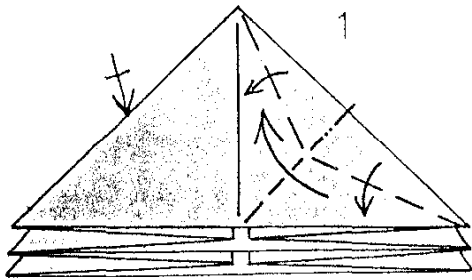
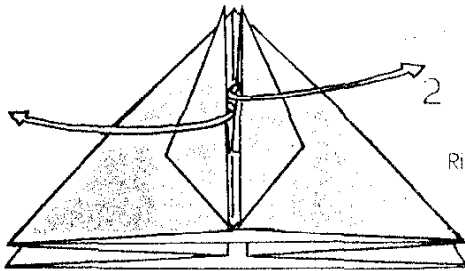
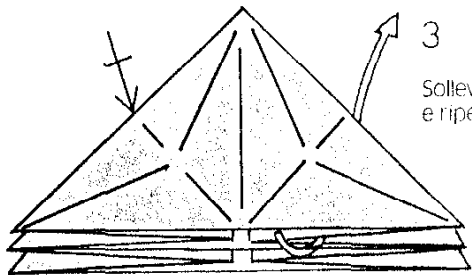
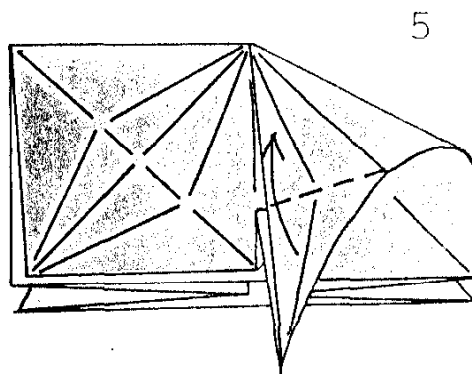
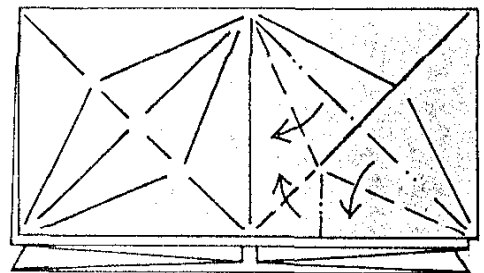
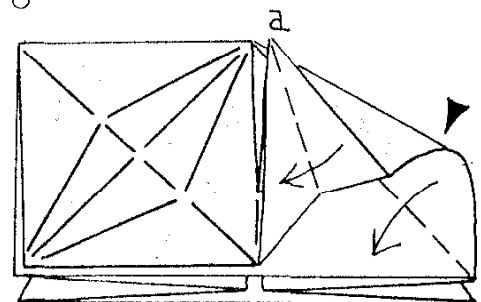
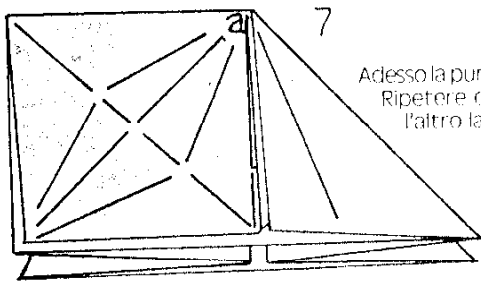
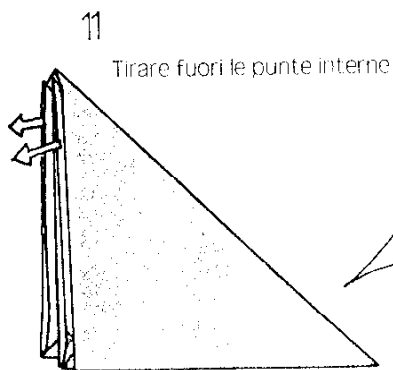
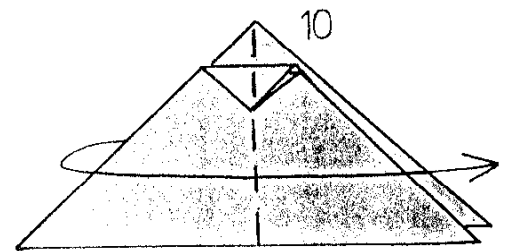
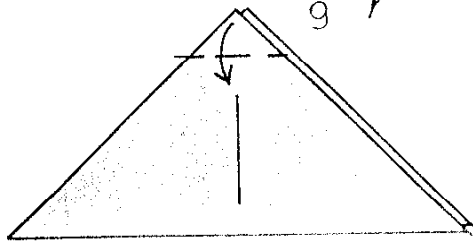
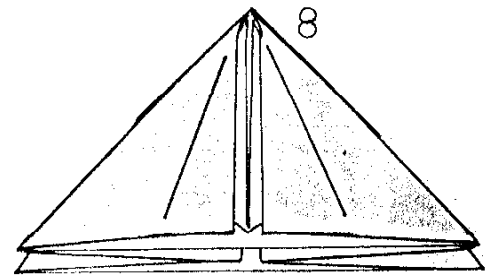
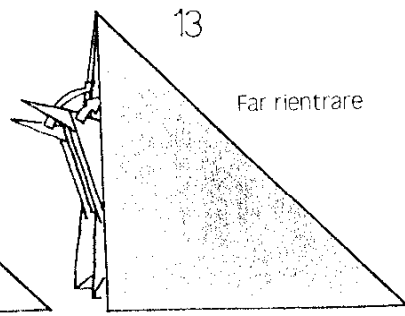
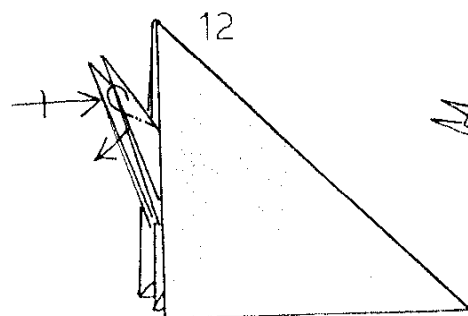
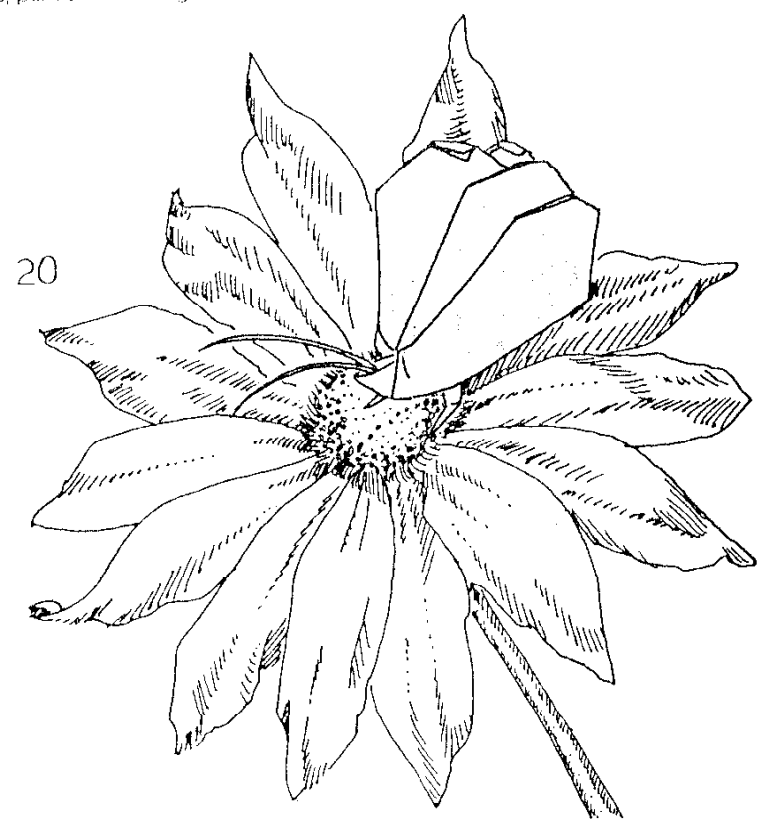
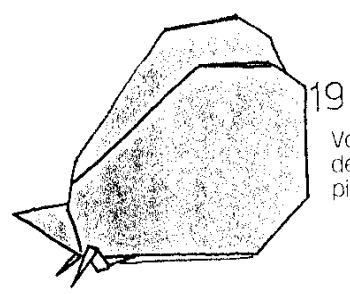
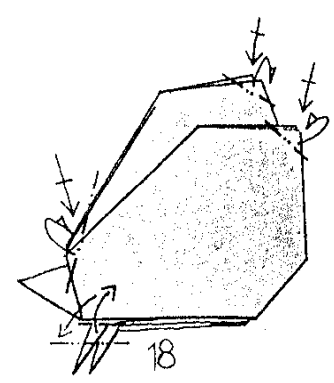
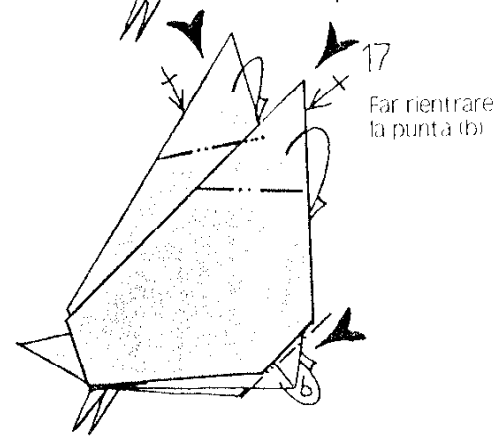
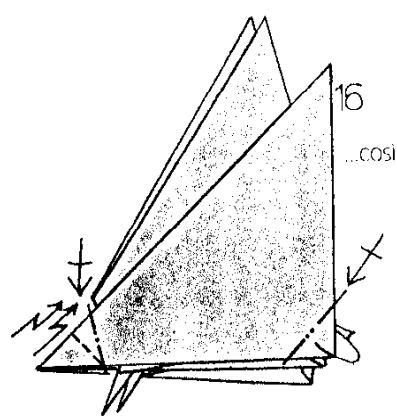
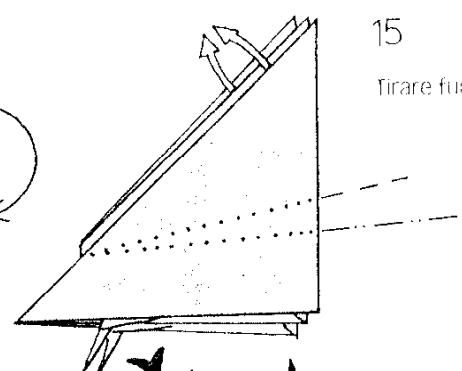
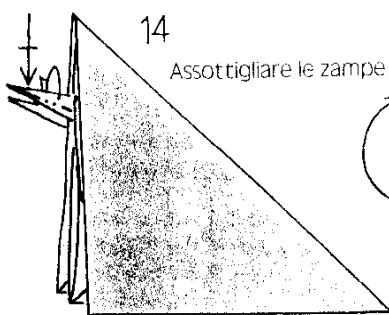
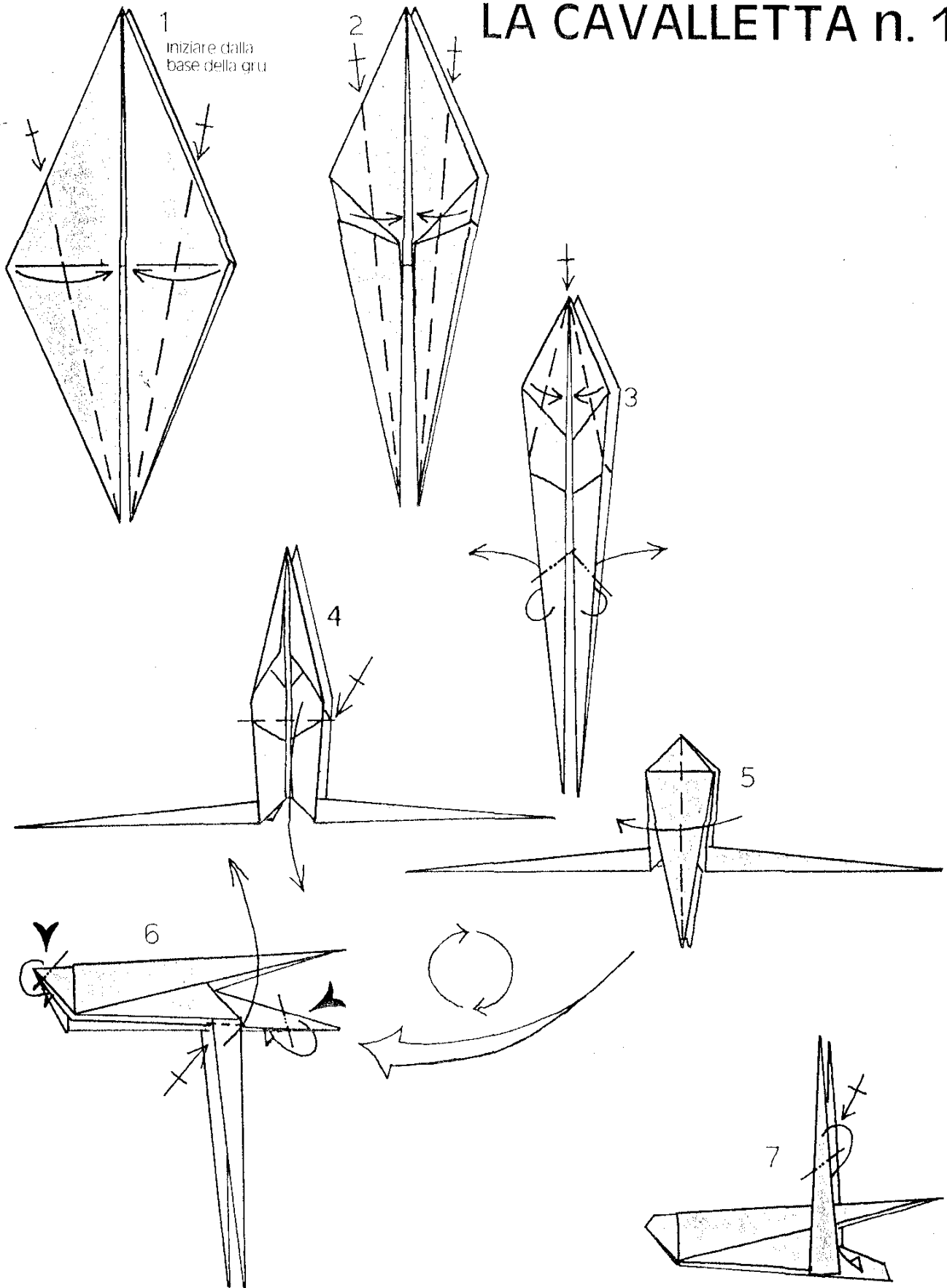
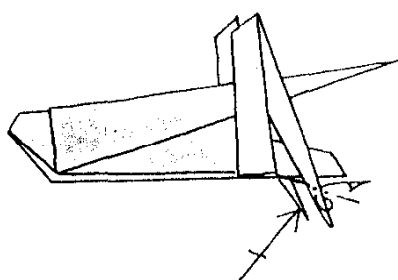
9

10

Incastrare le due foglie

11

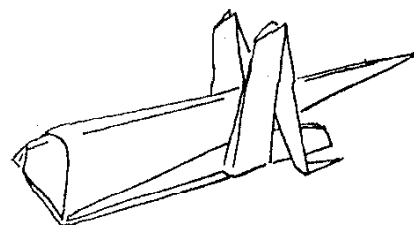
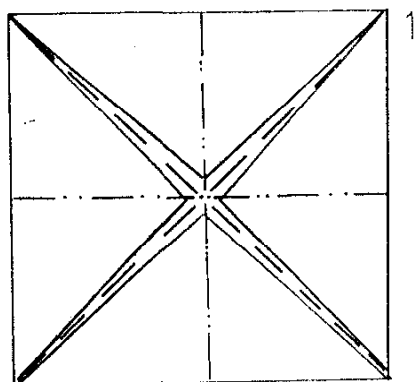
Posare il bruco
sul rametto

LA CRISALIDE

LA FARFALLA n. 1

Tirare giù le alette e
schiacciare
i lembi all'interno

LA FARFALLA n. 2

LA FARFALLA n. 3

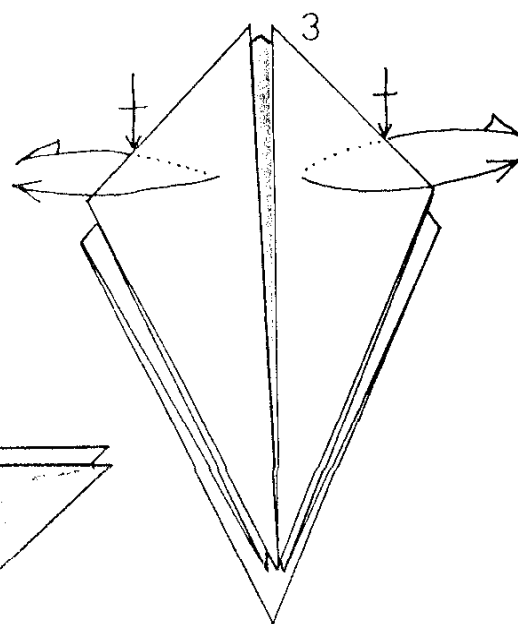
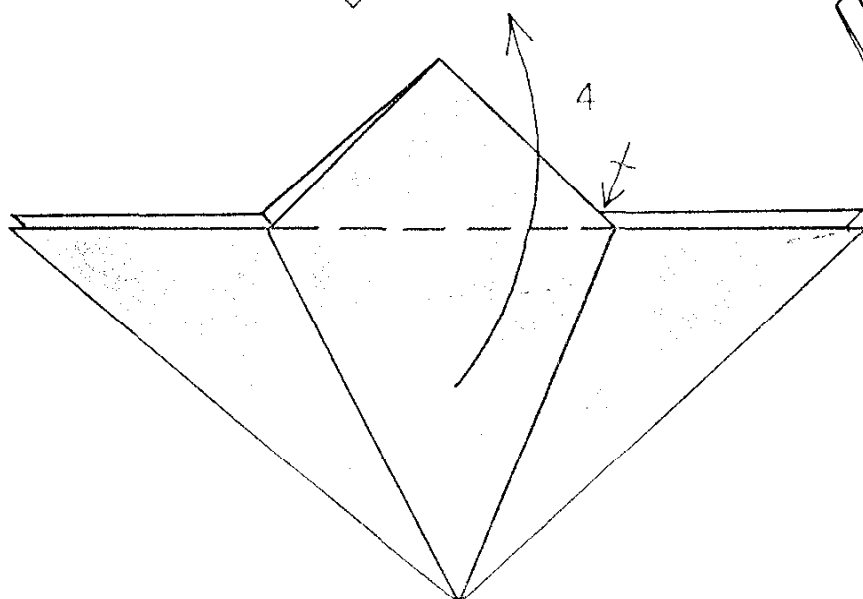
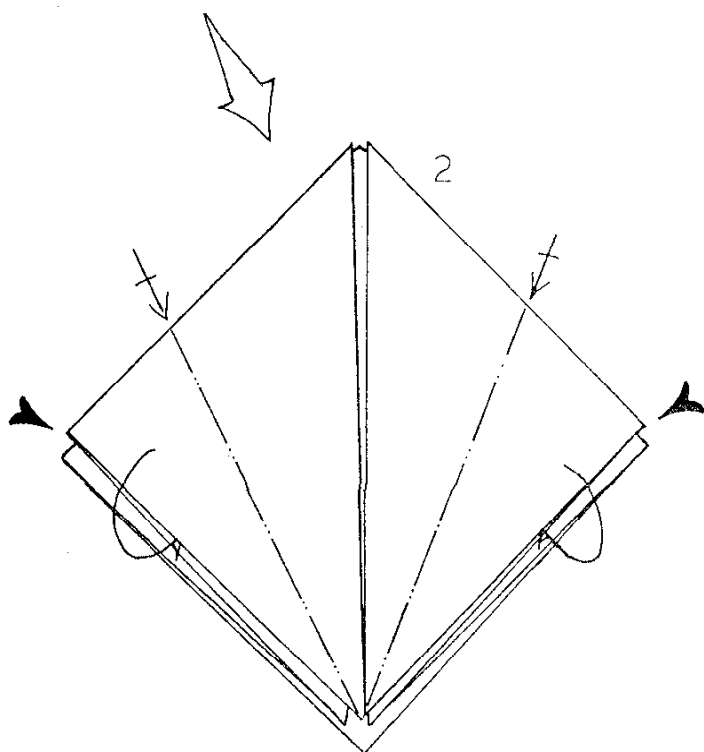
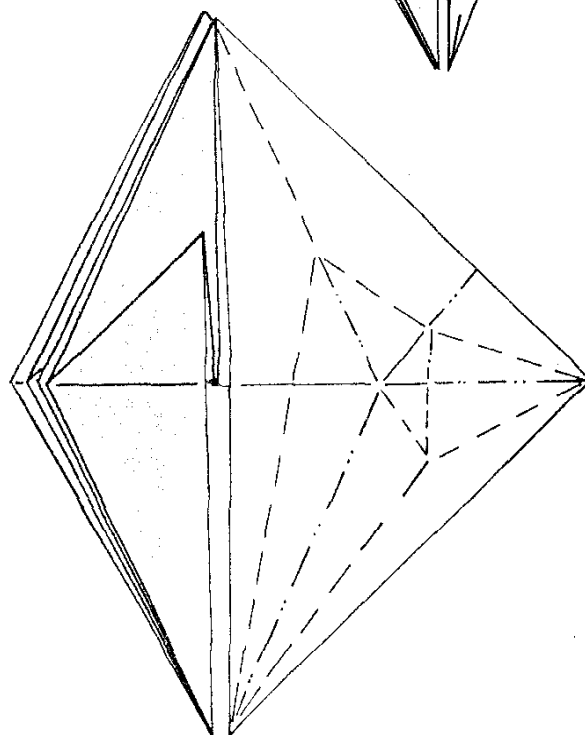
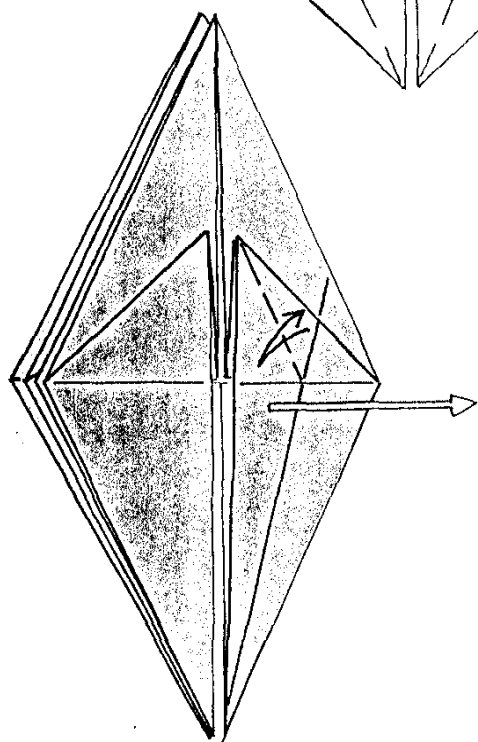
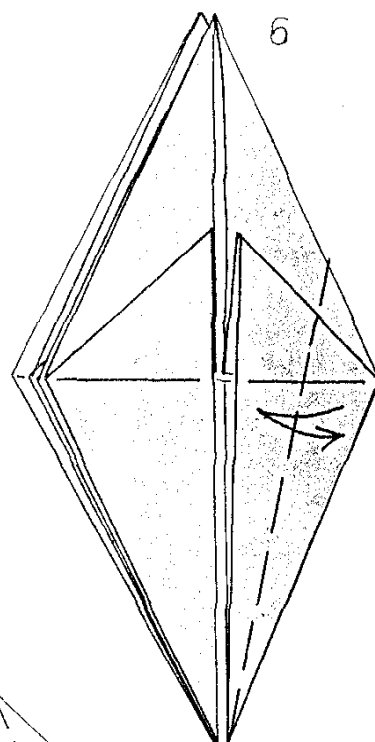
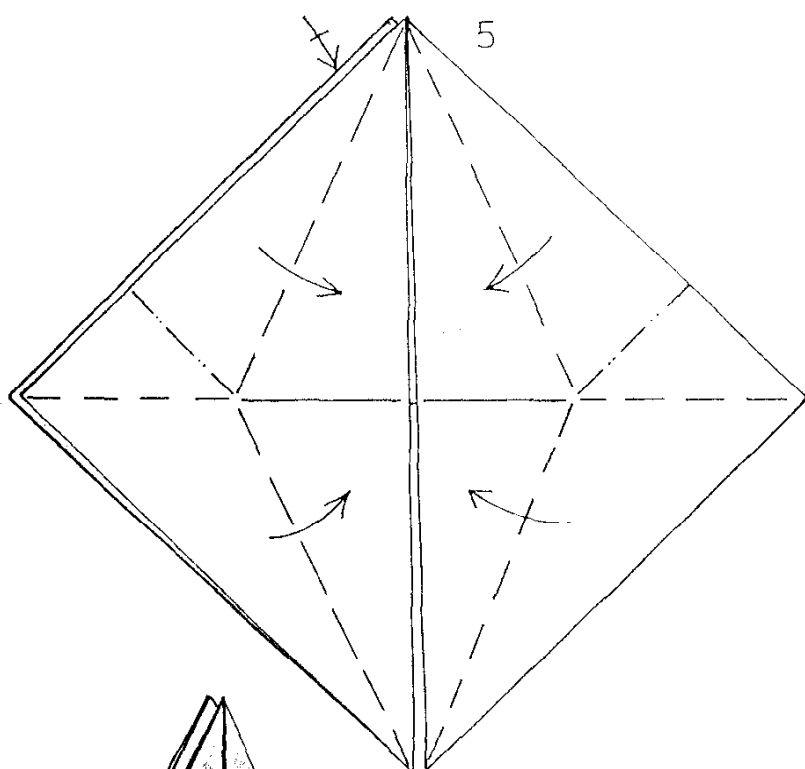
Per questo modello usare della carta sottile o di tipo velina.
Iniziare con un rettangolo 2x1

Per modellare la figura, si possono fare le stesse pieghe del passaggio n. 5 del modello precedente

LA FARFALLA n. 4

Iniziare dalla fig. 2 del modello precedente

Riaprire

Sollevare il primo lembo interno e ripetere dall'altro lato

Richiudere seguendo le pieghe

7
Adesso la punta (a) si trova all'interno.
Ripetere dalla fig. 4 alla fig. 7 per
l'altro lato
a
8
9
10
11
Tirare fuori le punte interne
12
13
Far rientrare

14
Assottigliare le zampe
15
Tirare fuori i due lembi interni...
16
...così
17
Far rientrare
la punta (b)
18
19
Volendo, si possono aggiungere
delle antenne, per rendere la figura
più realistica
20

LA CAVALLETTA n. 1

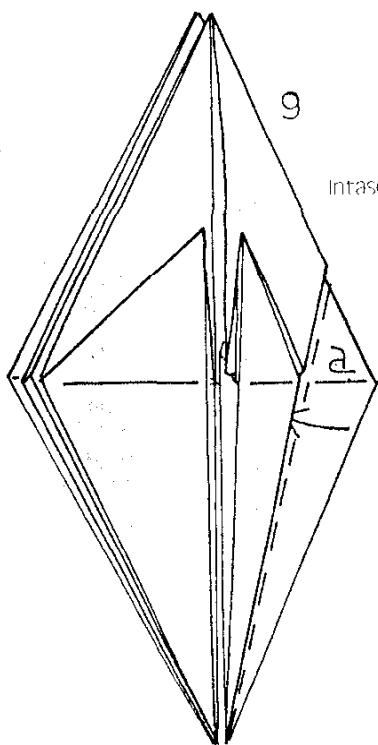
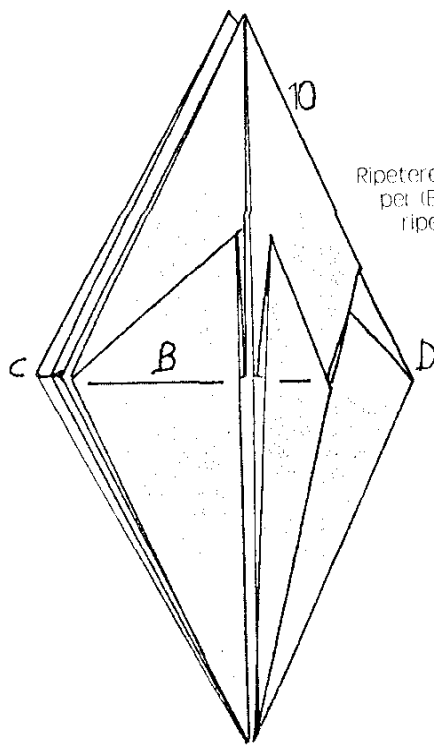
8

9

LA CAVALLETTA n. 2

Questo è un modello più realistico del precedente in quanto possiede tutte le zampe. Ma per realizzarlo, la carta si inspessisce molto. Usate quindi una carta molto sottile, non necessariamente di tipo velina, e di formato d'almeno 25 cm.

2

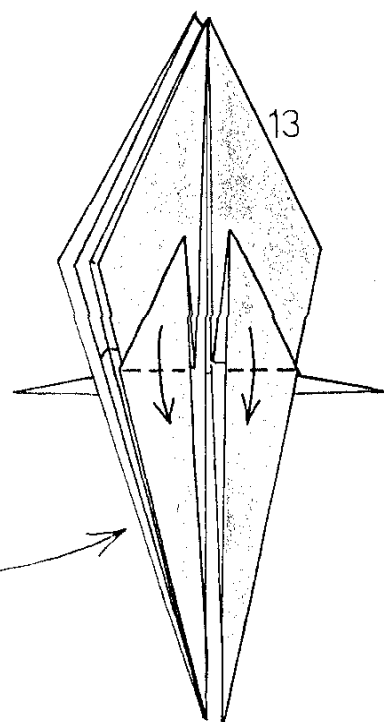
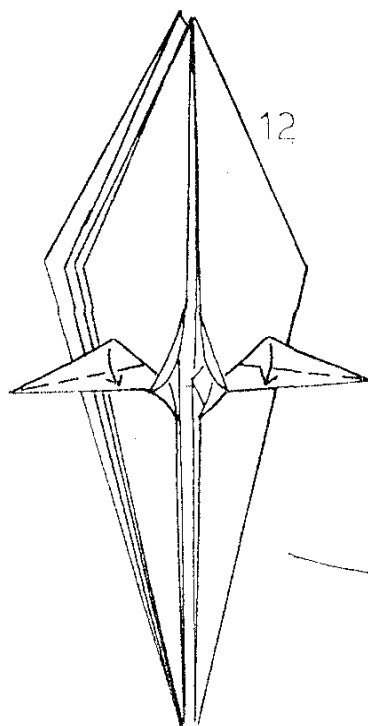
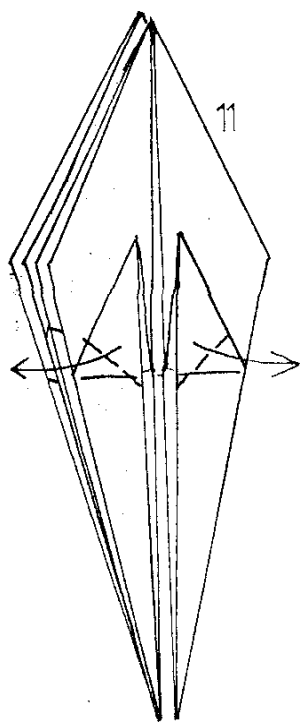
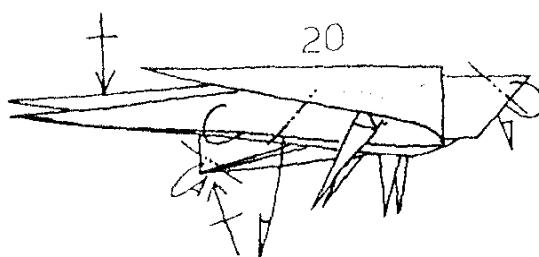
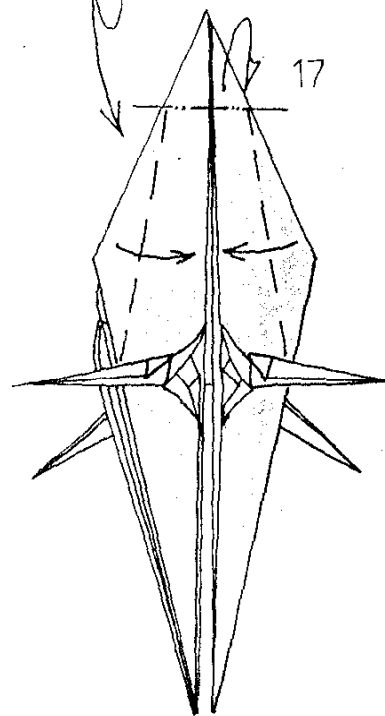
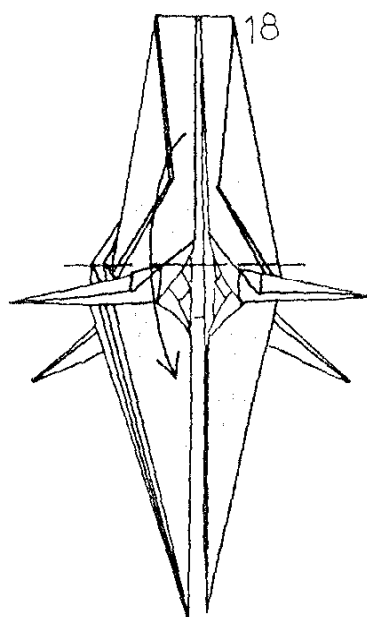
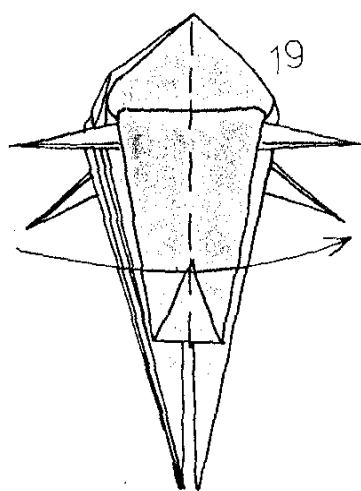
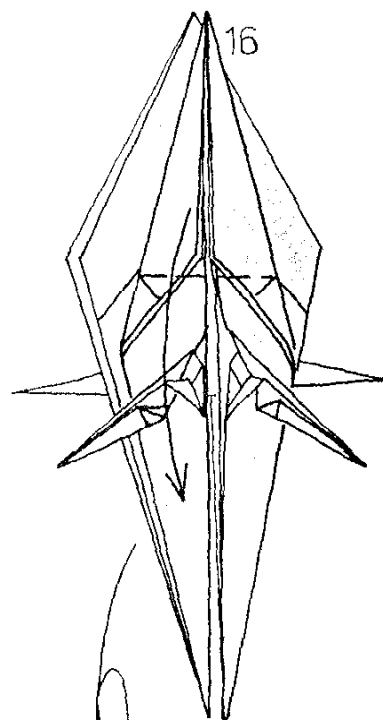
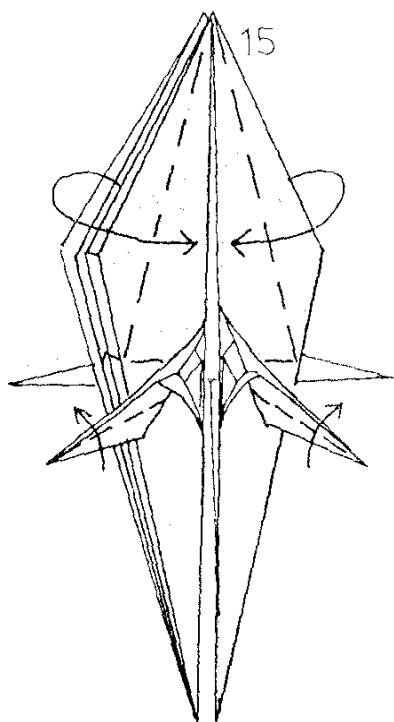
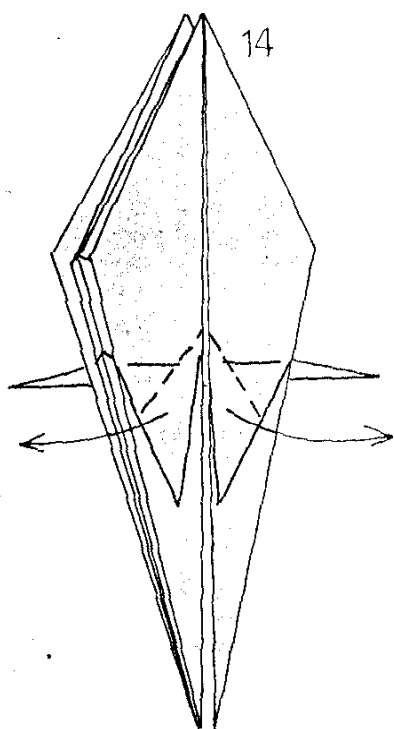
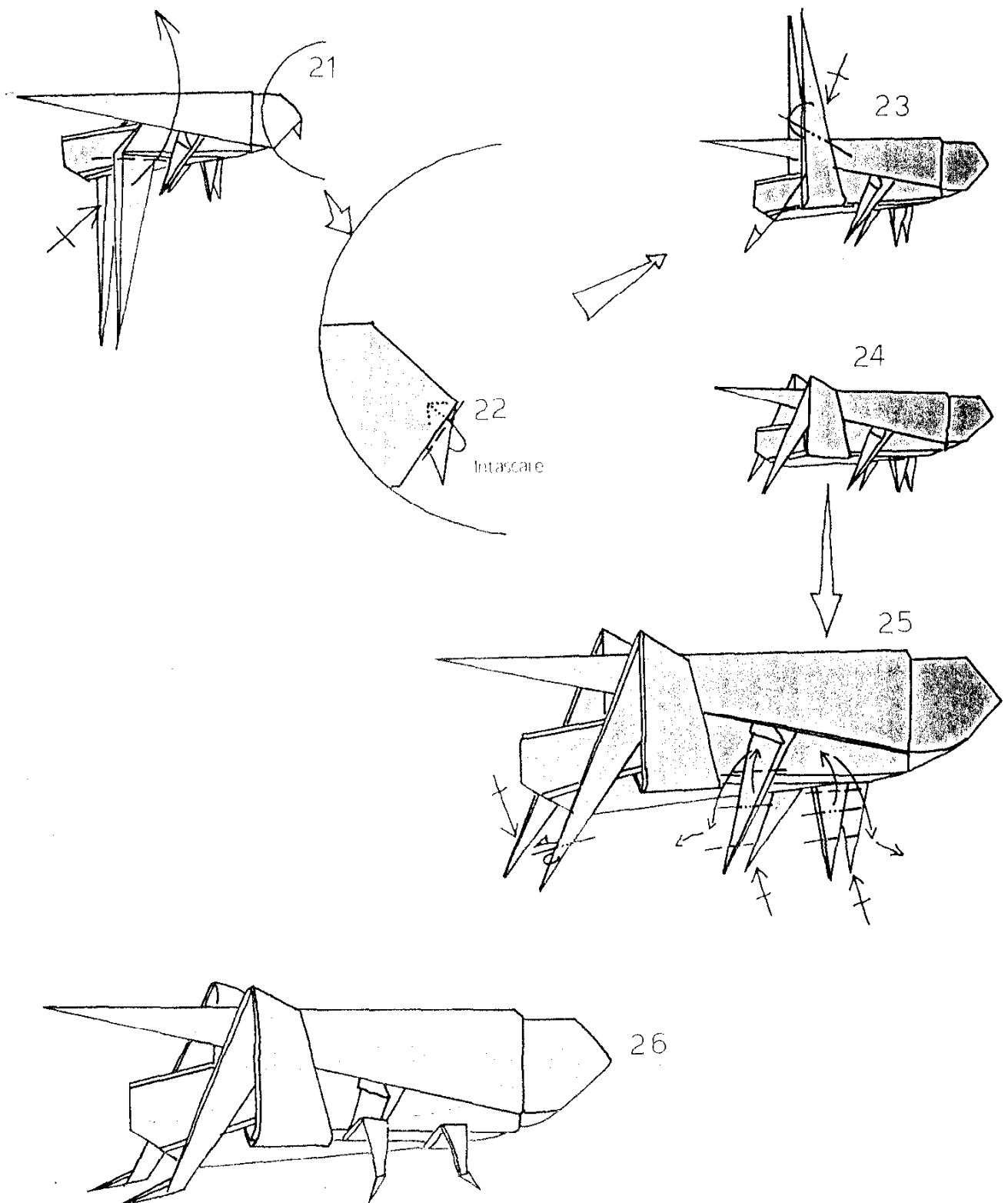
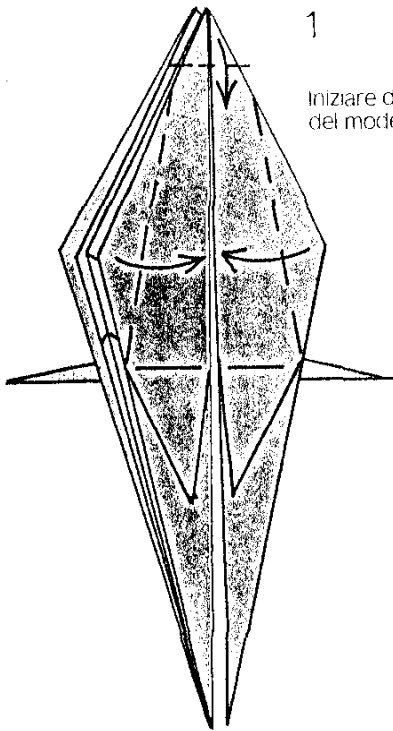
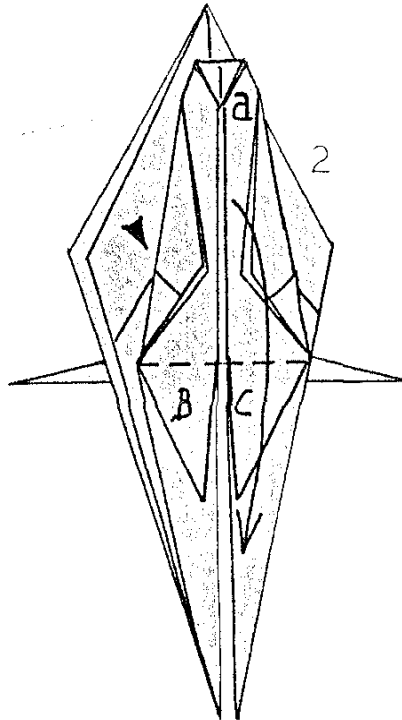
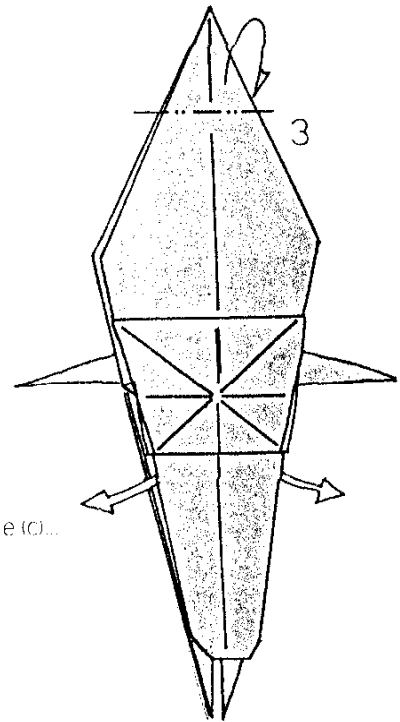
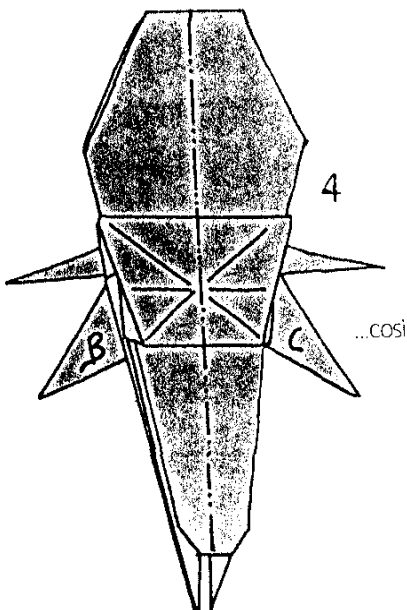
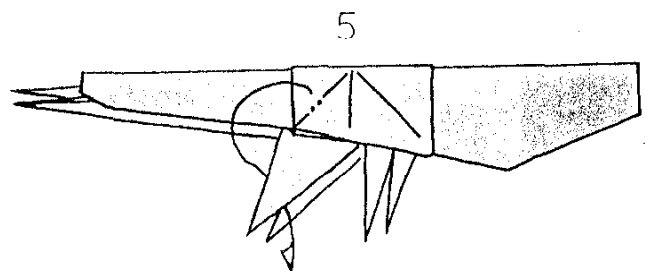
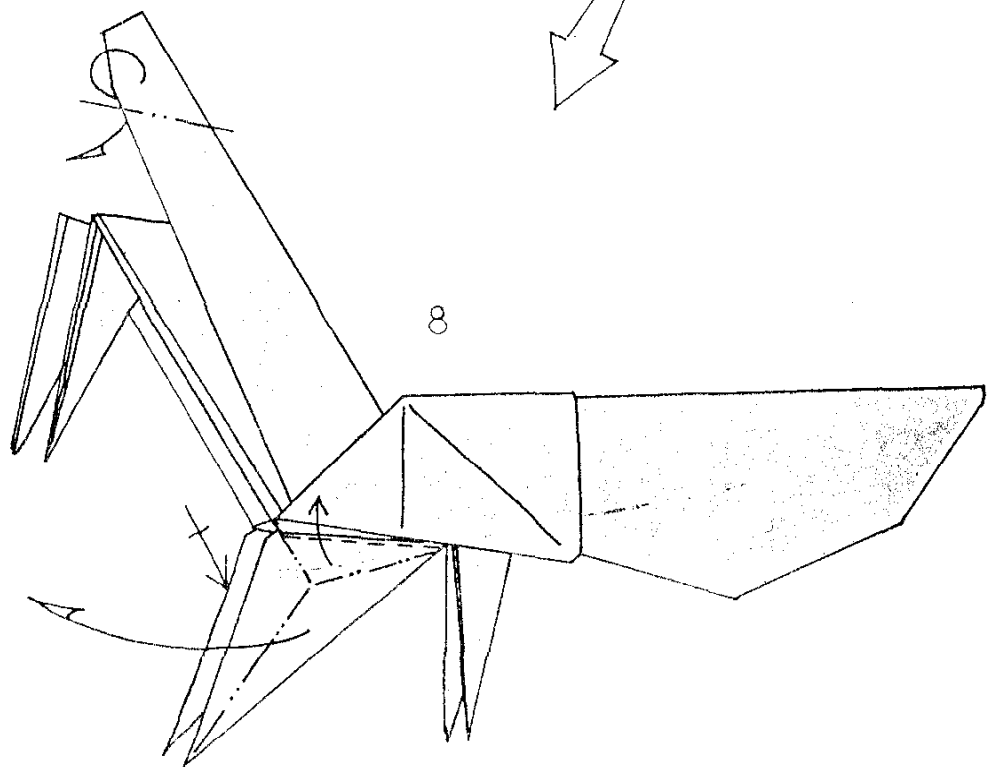
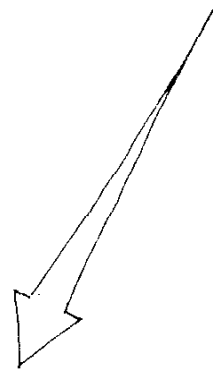
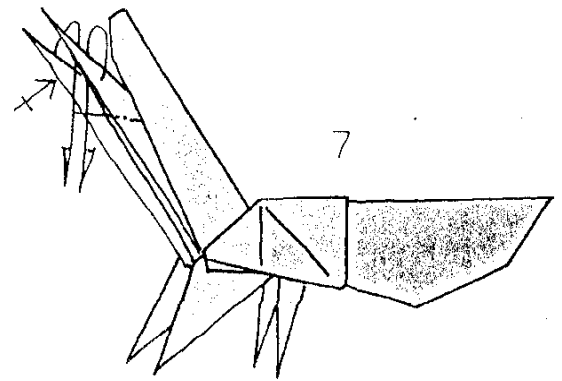
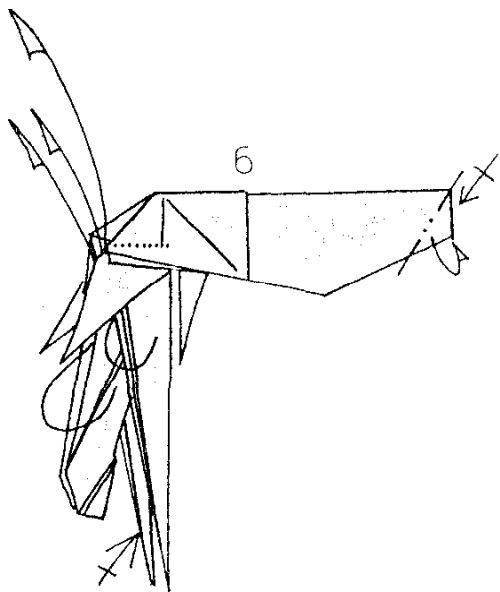
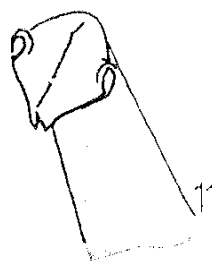
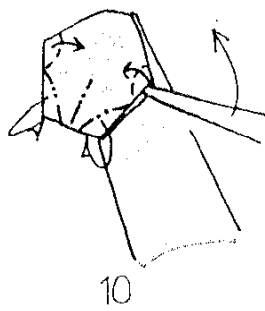
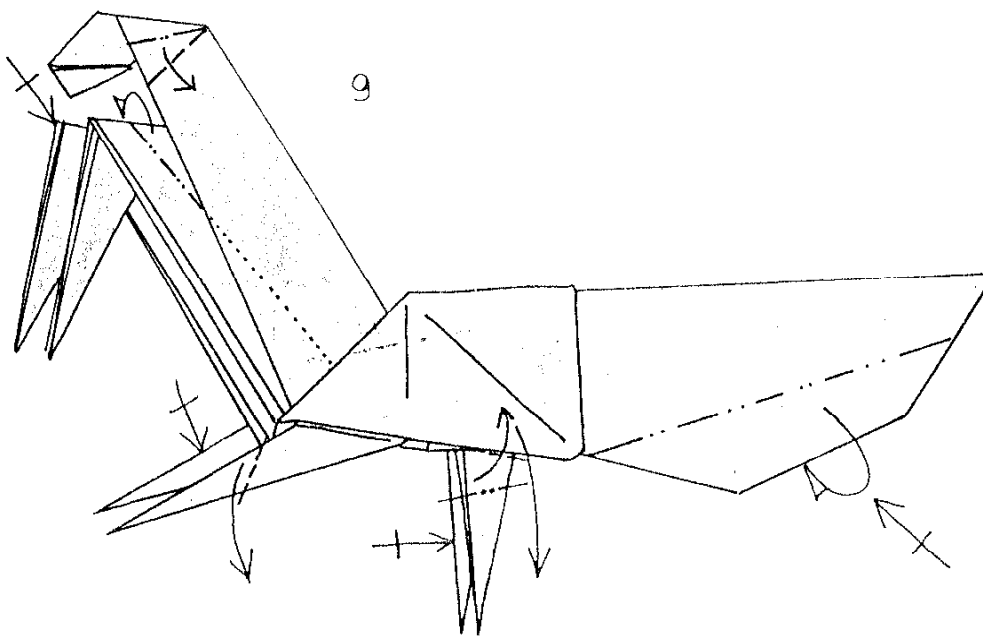
3

4

Piegare e riaprire

Ripassare le pieghe come segnato e richiudere

9
Intascare (a)
a
10
Ripetere dalla fig. 6 alla fig. 10
per (B) poi girare il modello e
ripetere per (C) e (D).
C
B
D

11
12
13

14
15
16
17
18
19
20

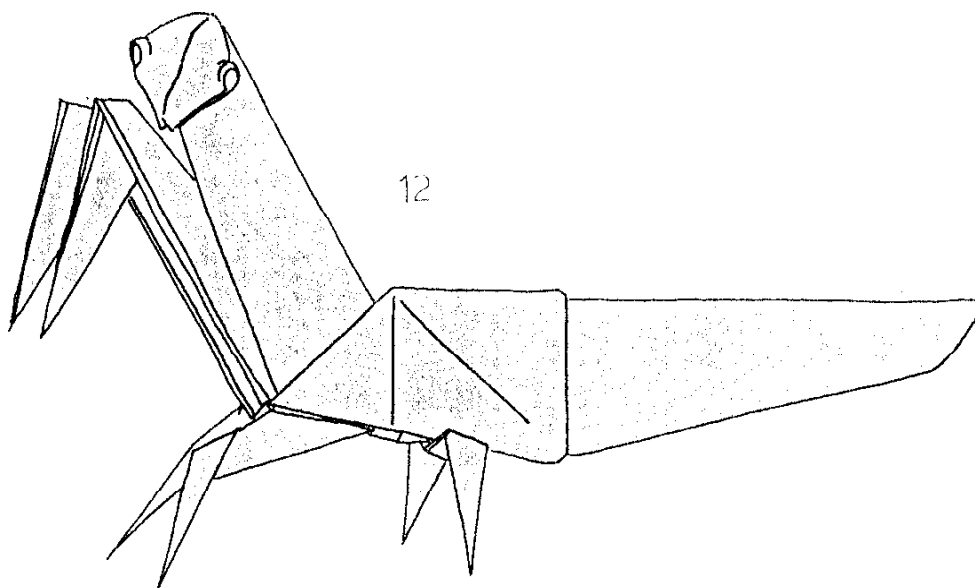
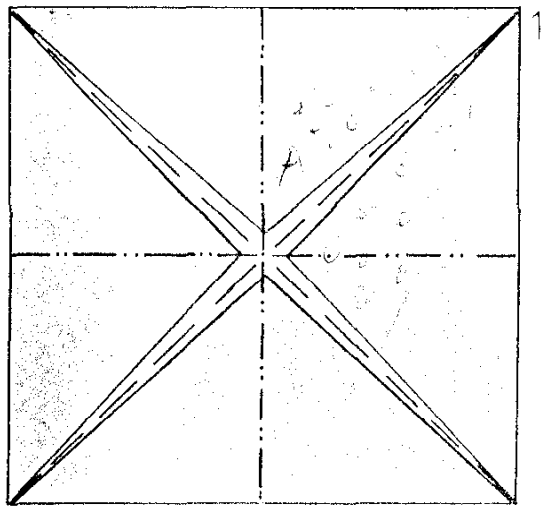
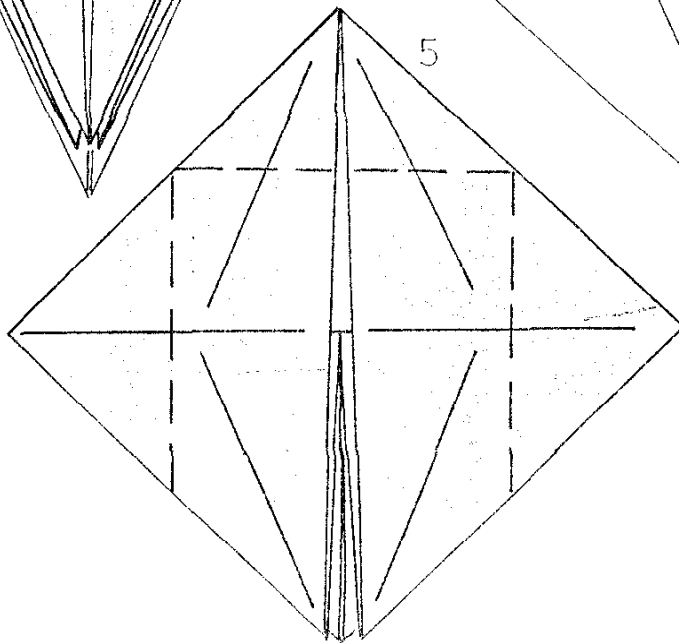
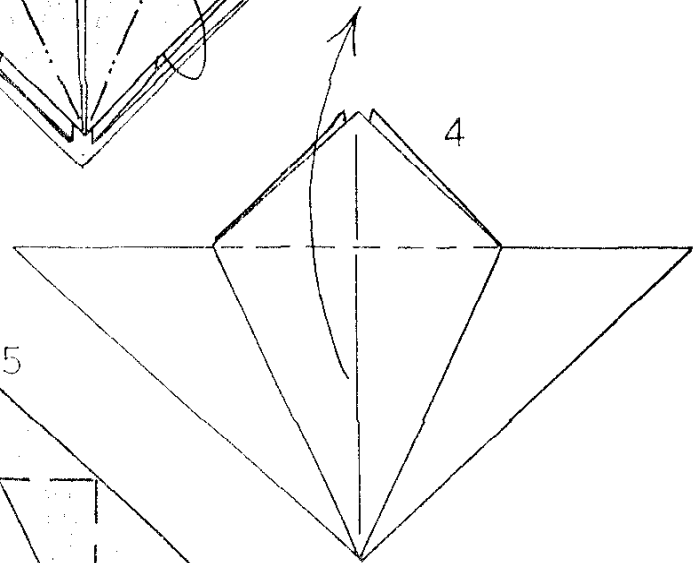
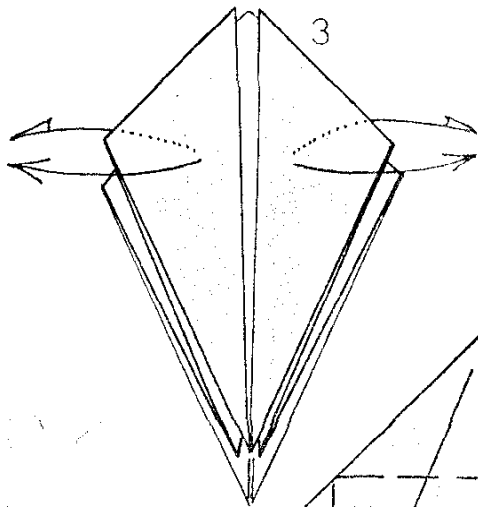
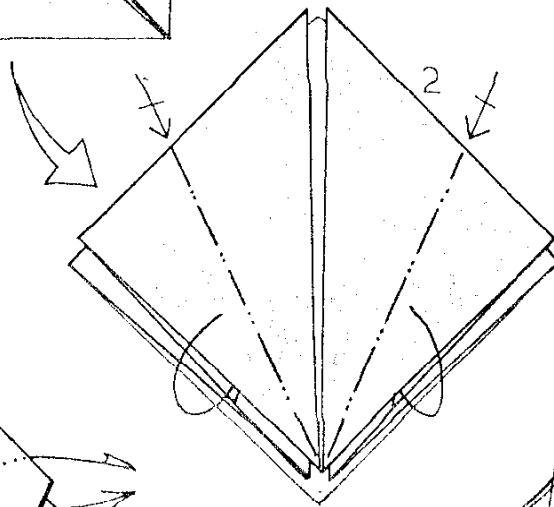
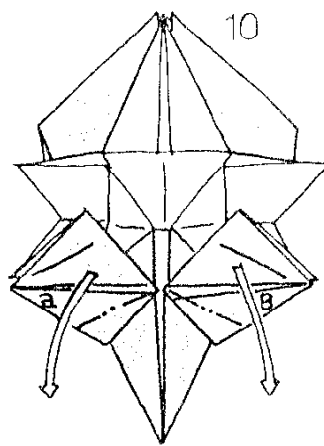
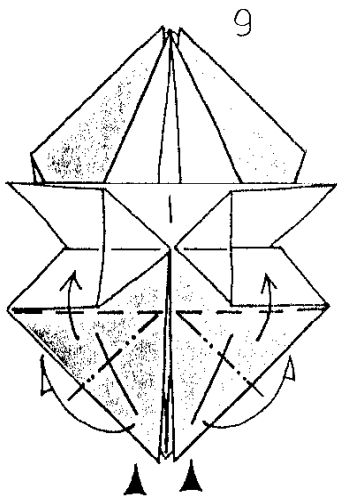
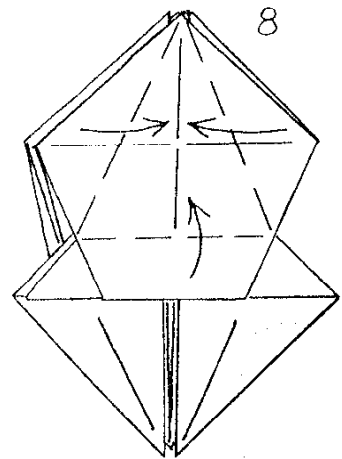
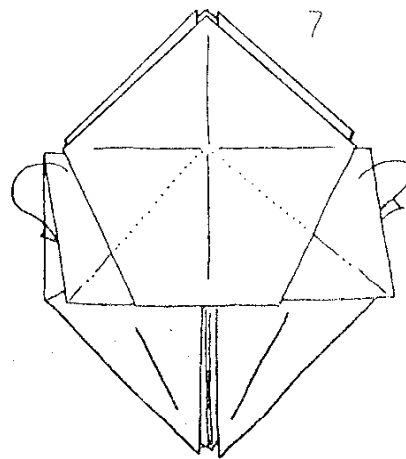
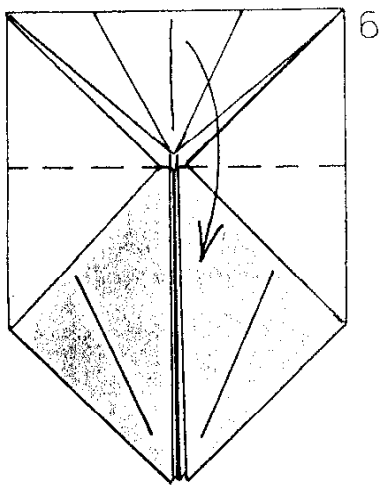
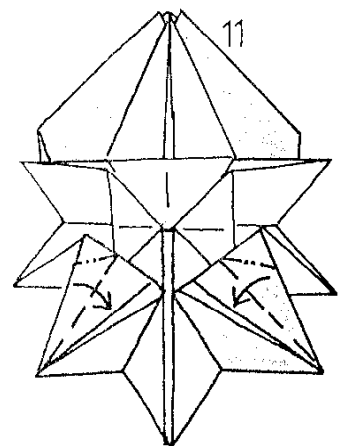
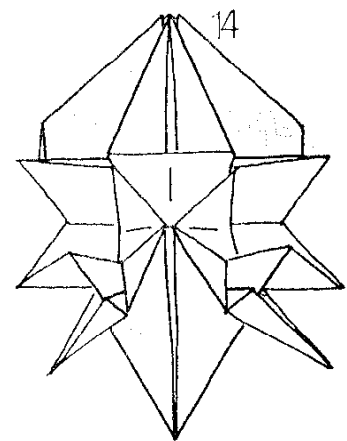
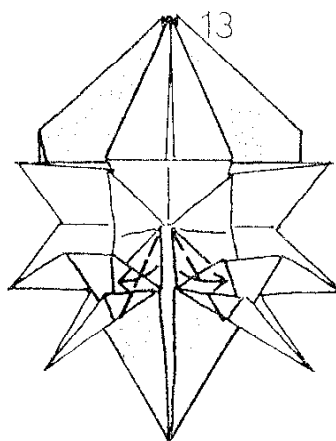
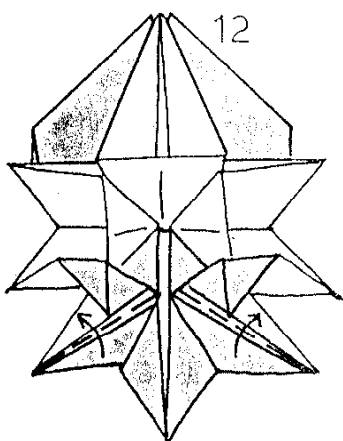
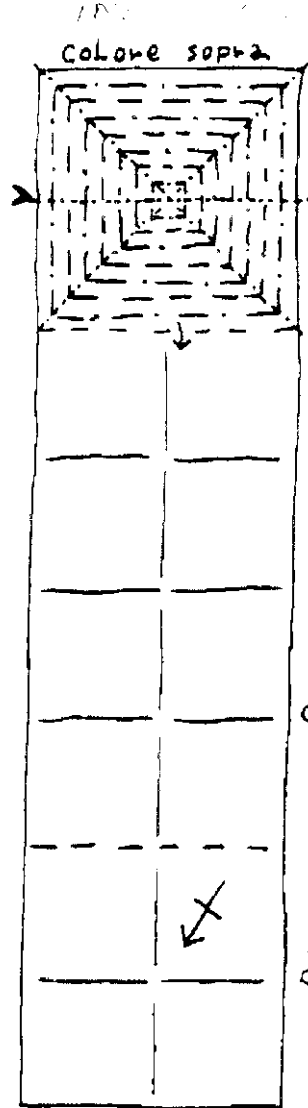
21
22
Intascare
23
24
25
26

LA MANTIDE

1
Iniziare dalla fig. 14
del modello precedente
a
2
Abbassare (a) e schiacciare
completamente la punta interna.
Tenere presente (b) e (c)
B
C
3
Tirare fuori le punte (b) e (c)...
4
B
C
...così
5

6
7
8

Per formare gli occhi, infilare una punta e sollevare seguendo la direzione della freccia

IL COCCINELLIDE

Tirare avanti (a) e (b)...

...così

15
16
Assottigliare tutte le zampe
poi voltare la figura
17
18
19
Dare forma
alle zampe
20
21
Variando le pieghe, si possono ottenere diversi
tipi di coleotteri. Sotto vi sono alcuni esempi.

colore sopra

1 Usare un rettangolo 1x4, piegare il quadrato (A) come segnato e ripetere le pieghe per il quadrato in basso (d)

A b c d

2

3

4

5

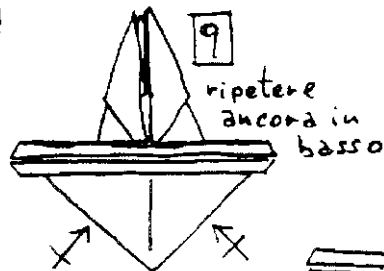
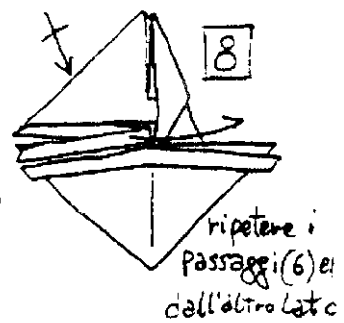
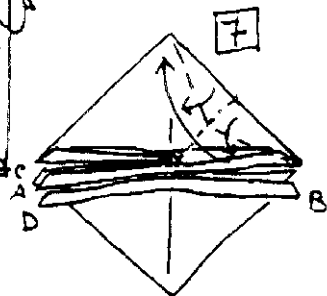
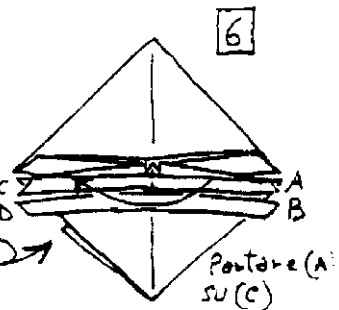
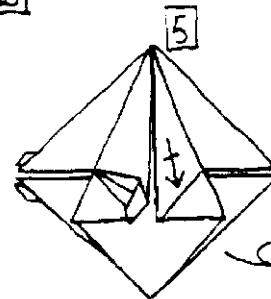
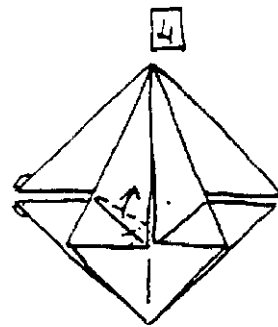
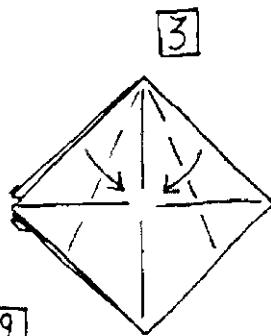
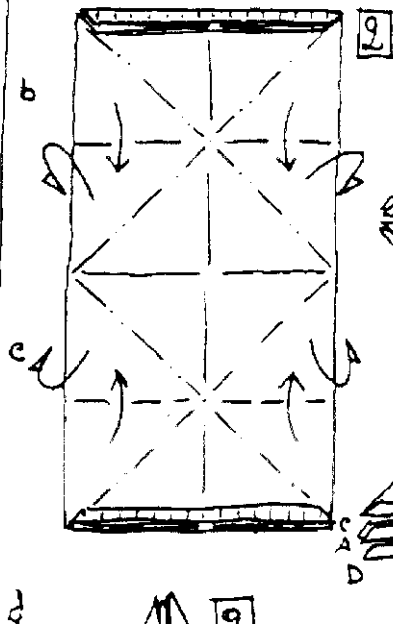
6 Portare (A) su (C)

C A D B

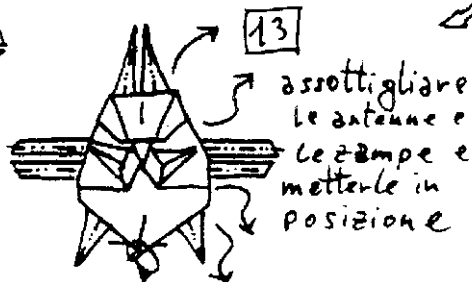
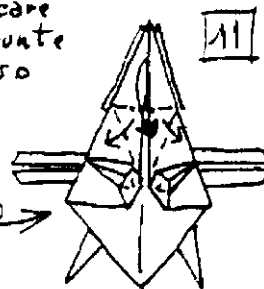
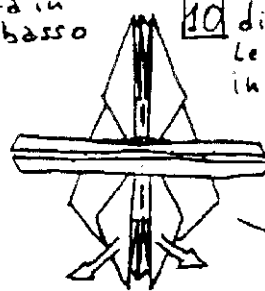
7

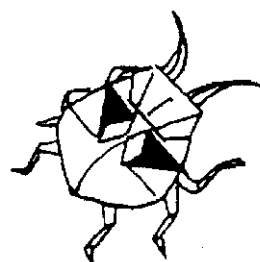
C A D B

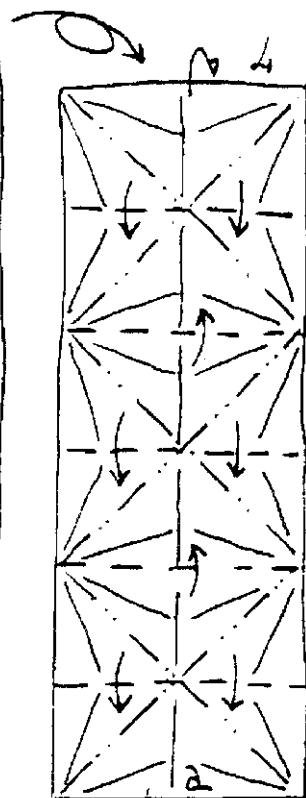
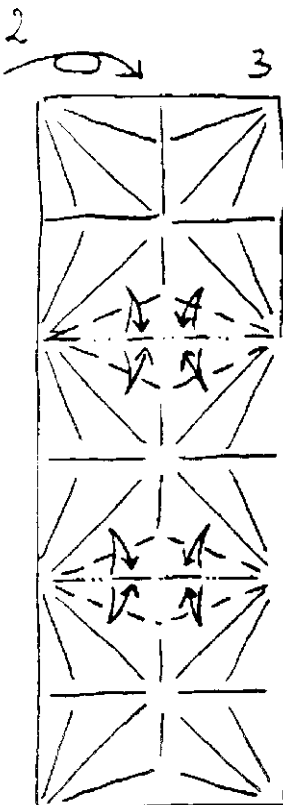
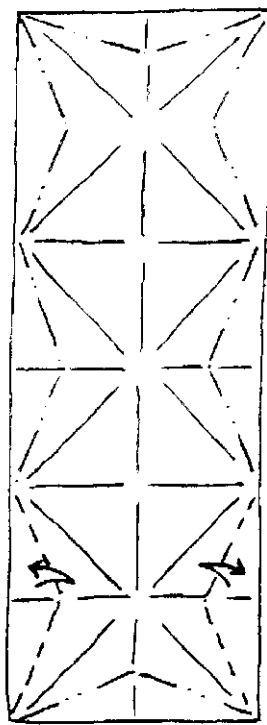
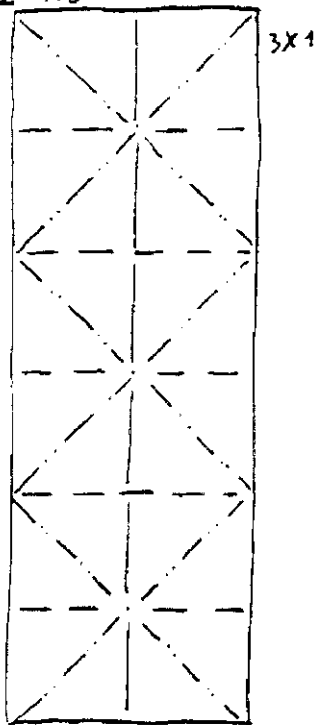
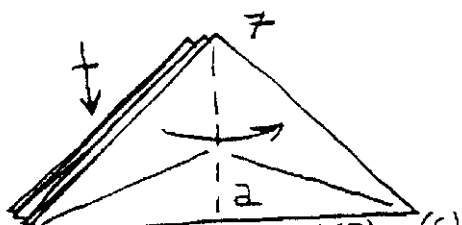
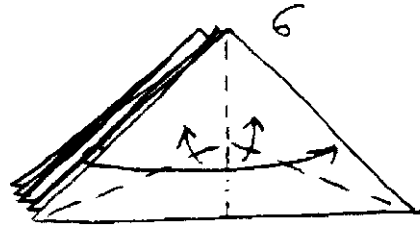
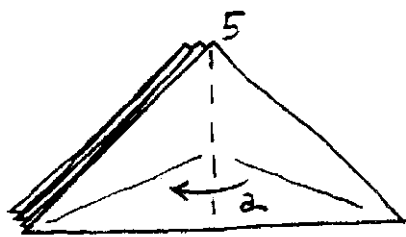
8 ripetere i passaggi (6) e (7) dall'altro lato

9 ripetere ancora in basso

10 divaricare le due punte in basso

11

12

13 assottigliare le antenne e le zampe e metterle in posizione

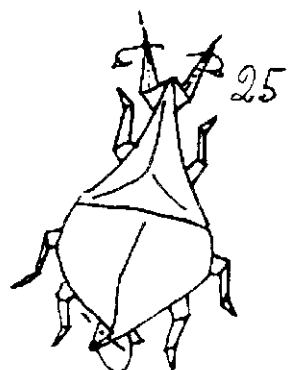
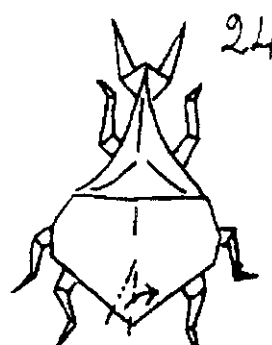
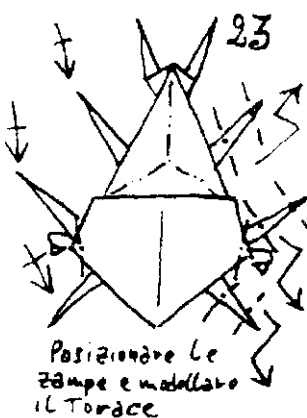
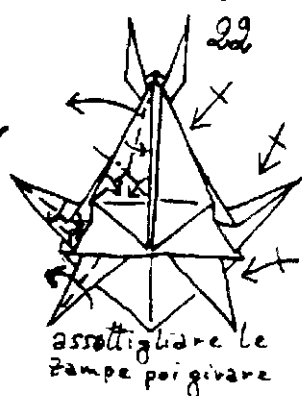
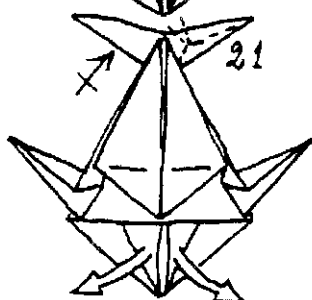
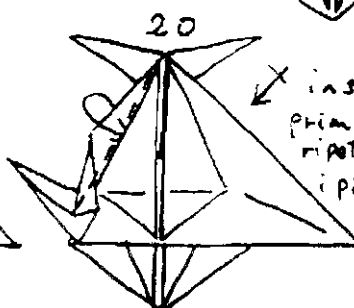
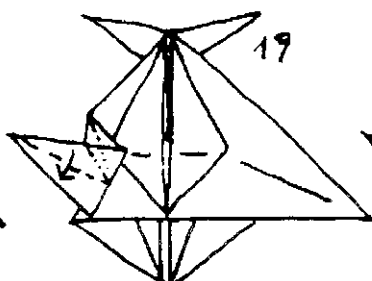
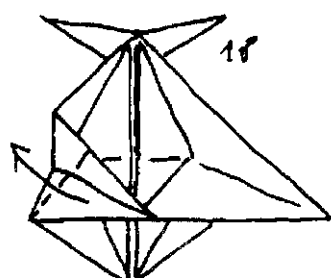
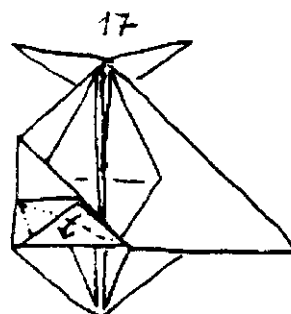
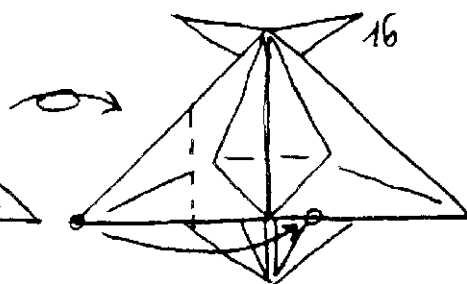
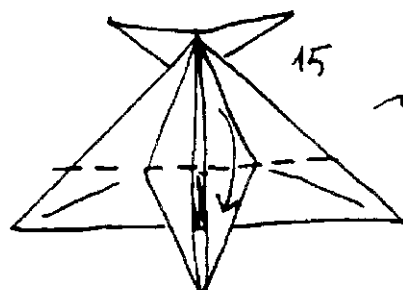
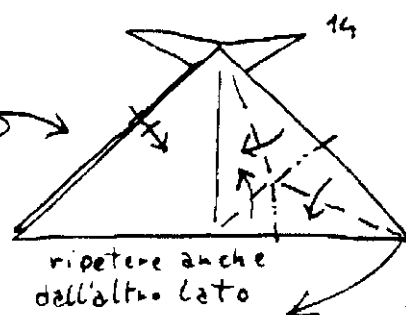
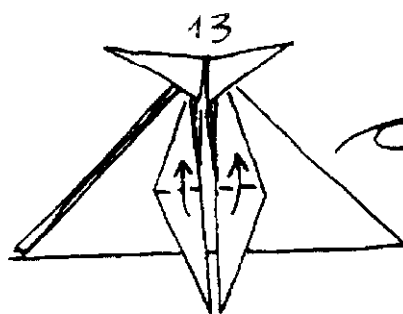
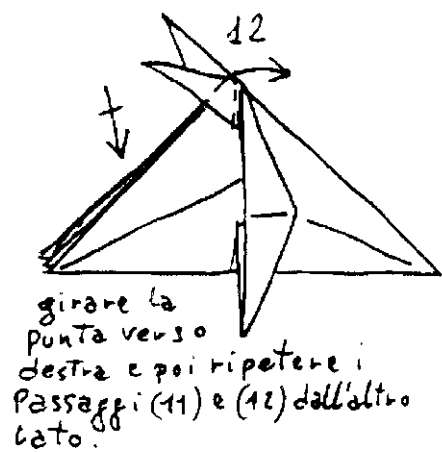
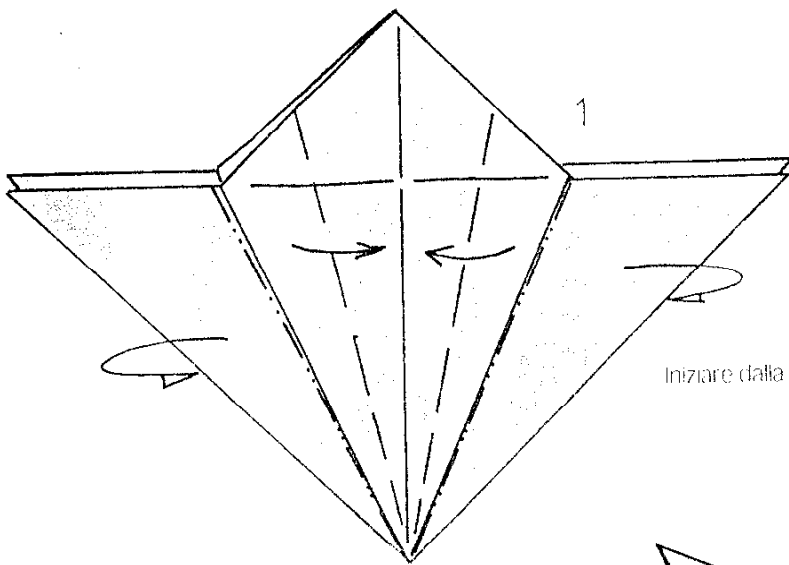
14

COCCINELLA (CON DOS MANCHAS).

ITALIA ALFREDO GIUNTA

COLEOPTERO

ALFREDO GIUNTA ITALIA

12
13
14
girare la punta verso destra e poi ripetere i passaggi (11) e (12) dall'altro lato.
ripetere anche dall'altro lato
15
16
17
18
19
20
inserire sotto al primo lembo e poi ripetere dall'altro lato i passaggi (16 - 20)
21
22
23
24
assottigliare le zampe poi girare
Posizionare le zampe e modellare il torace
25

LA MOSCA n. 2

1

Iniziare dalla fig. 5 del modello precedente

2

Riaprire

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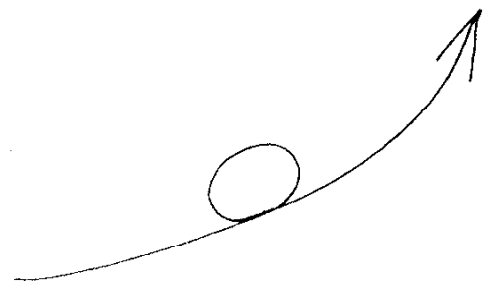
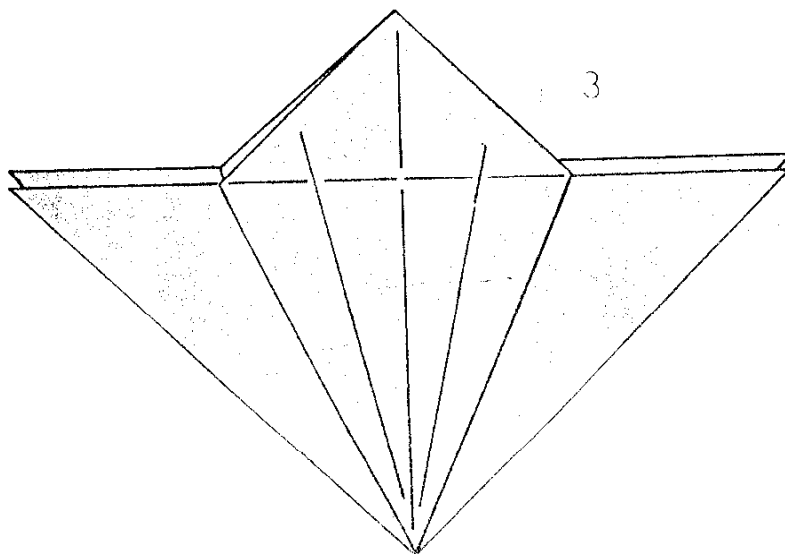
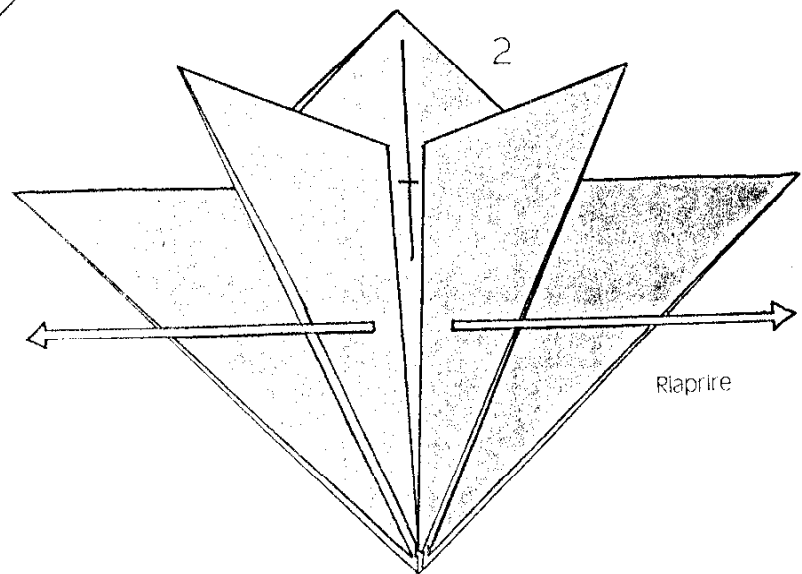
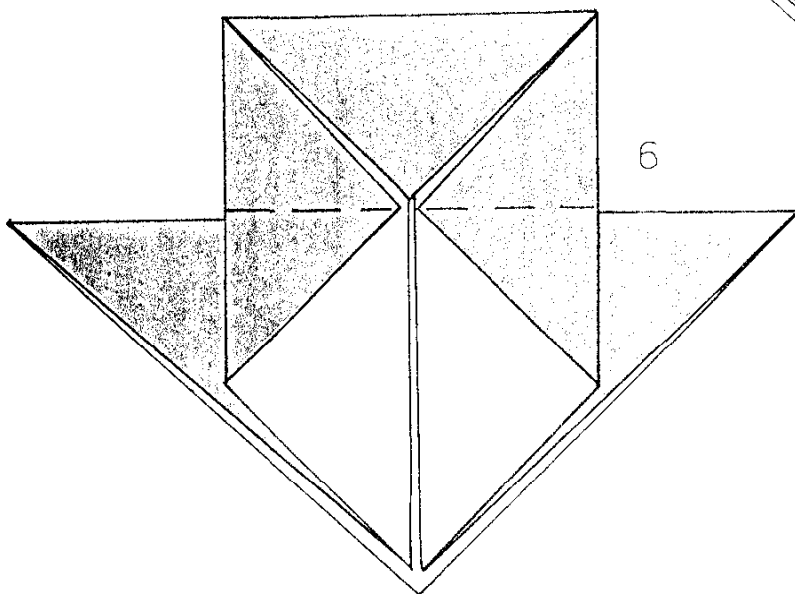
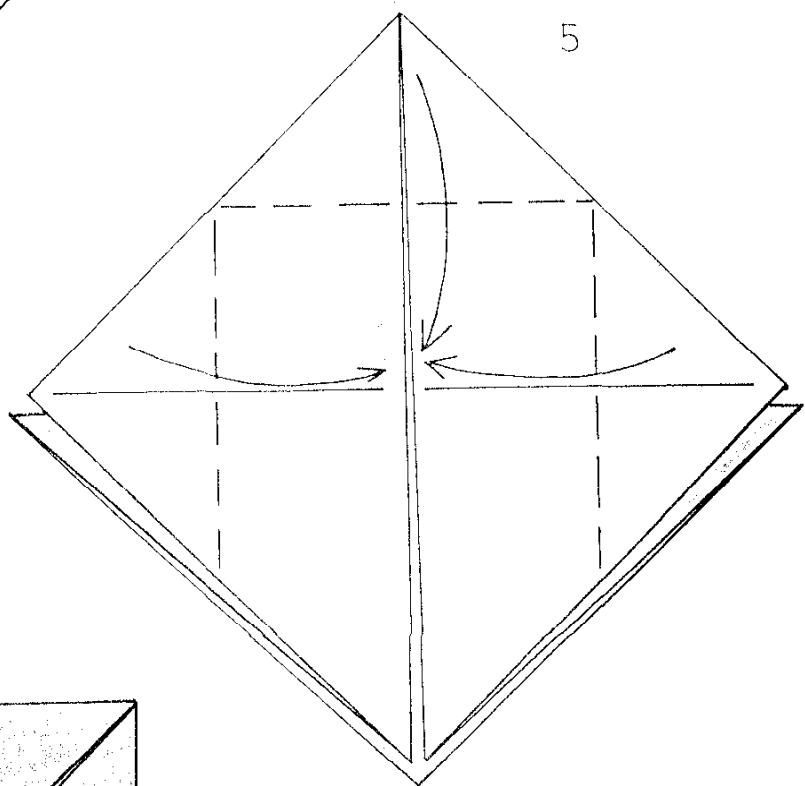
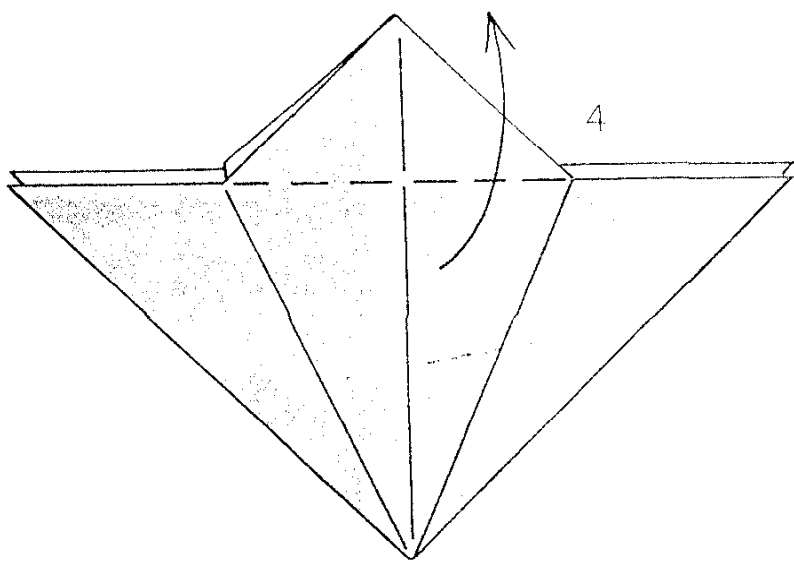
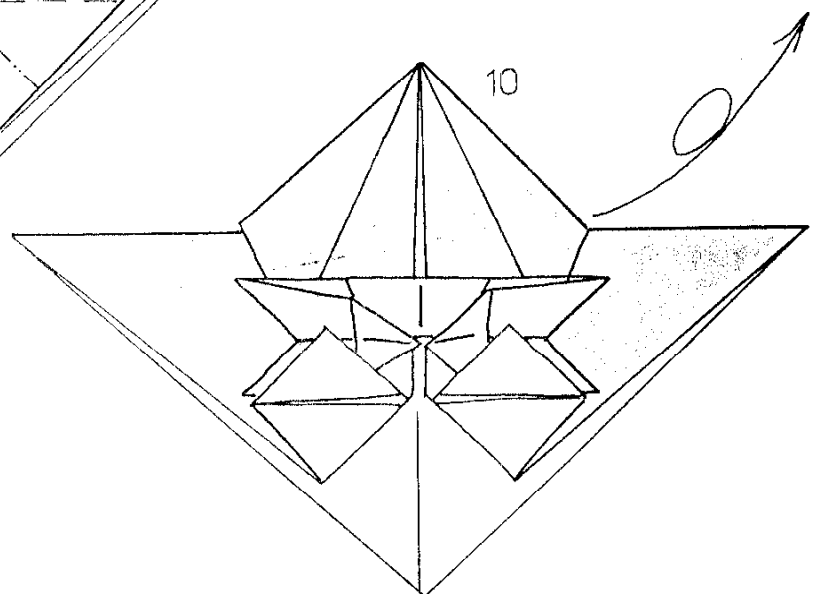
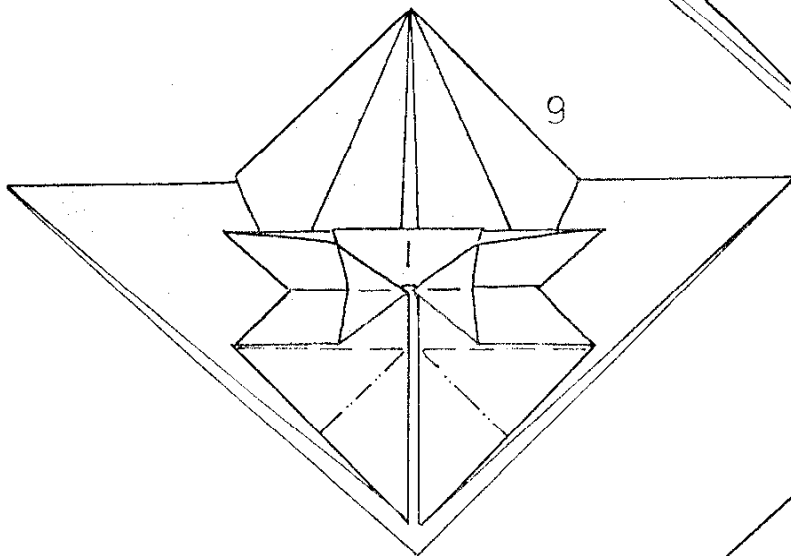
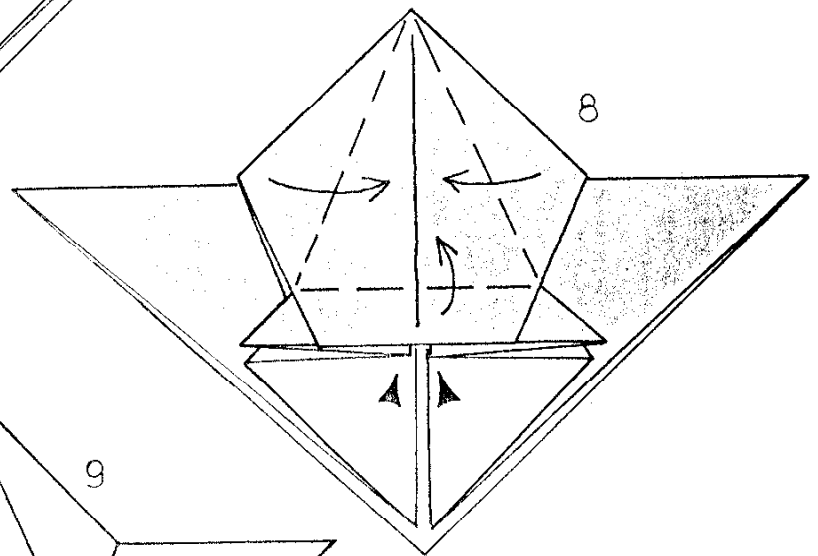
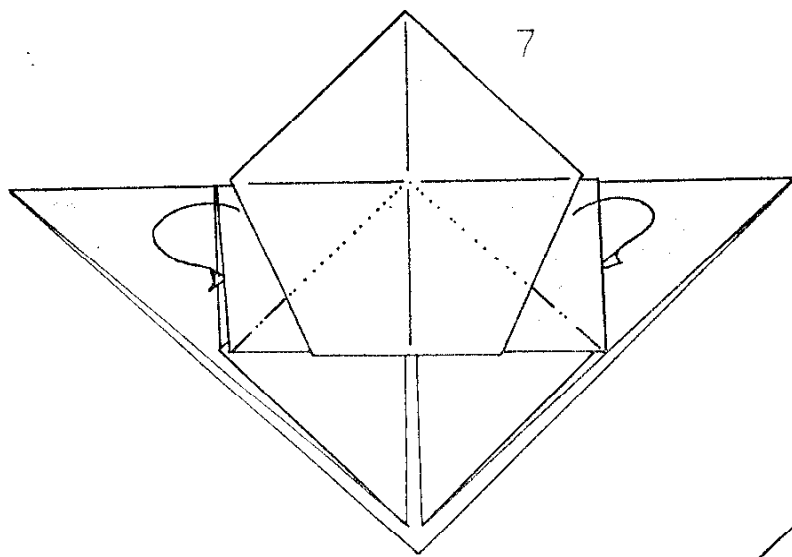
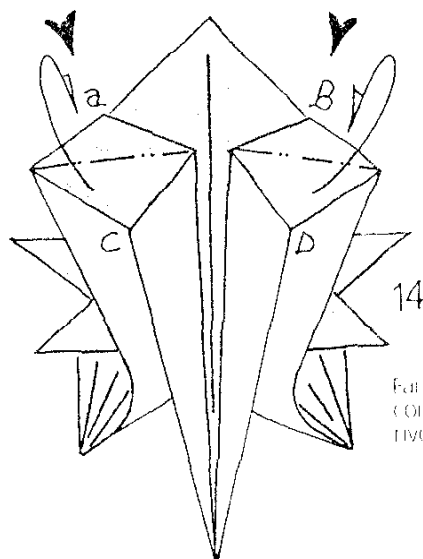
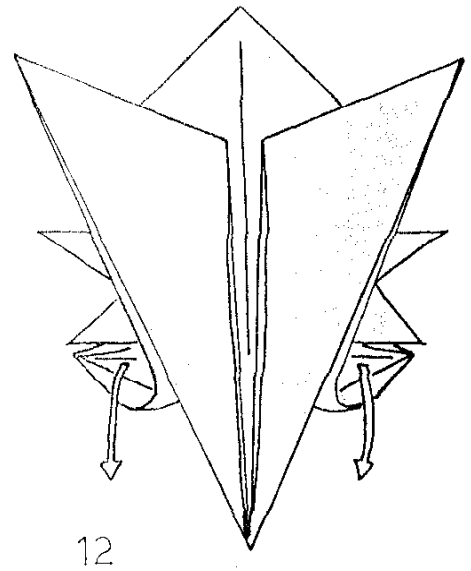
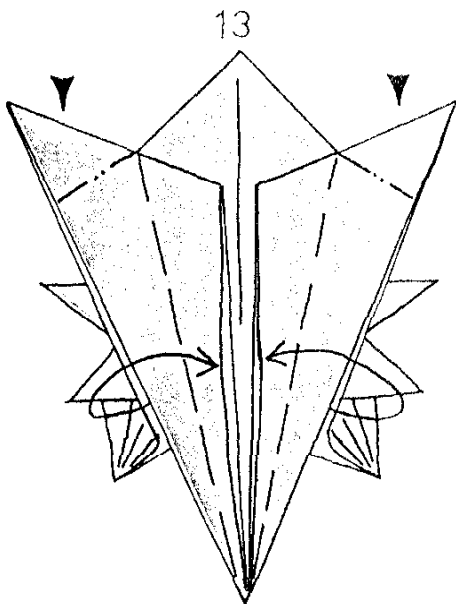
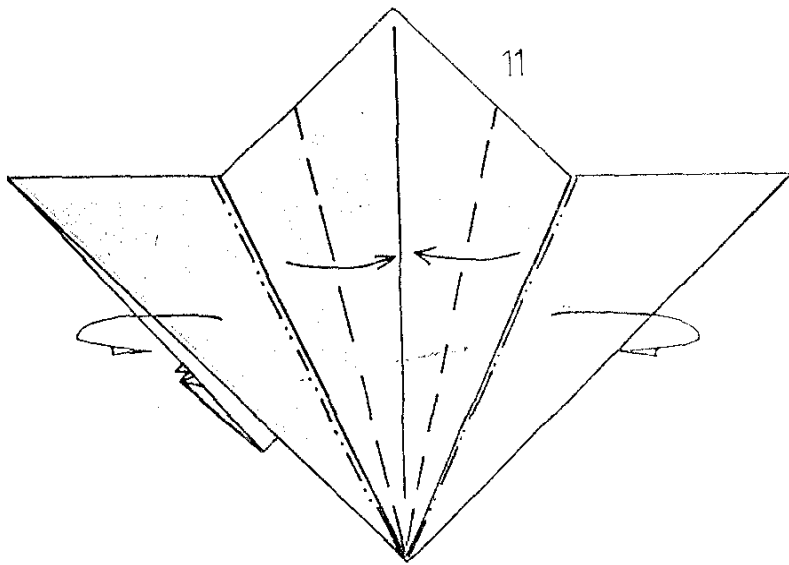
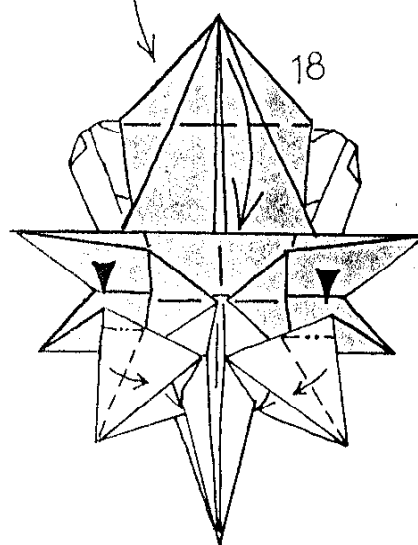
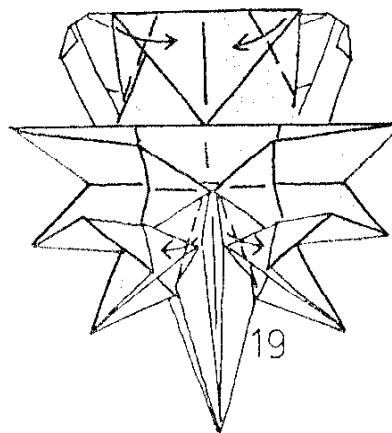
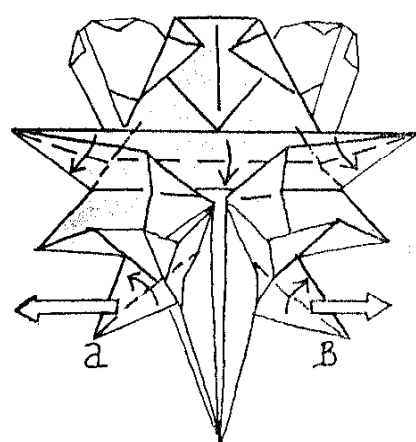
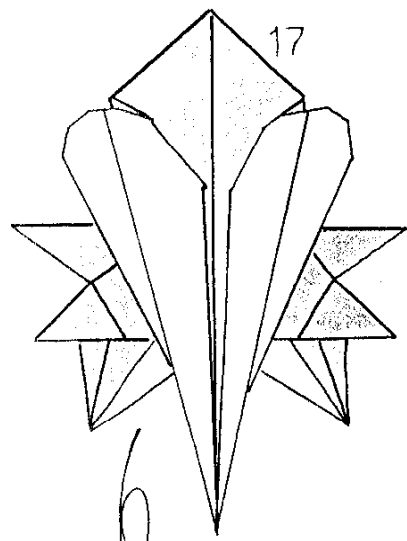
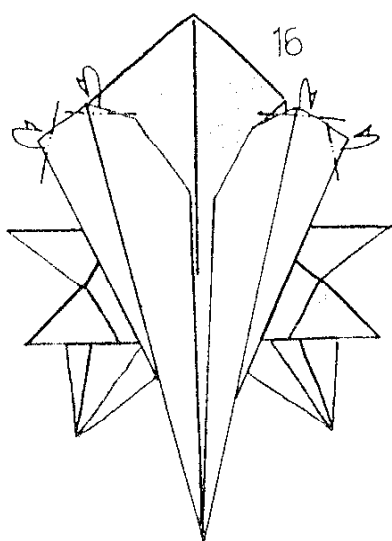
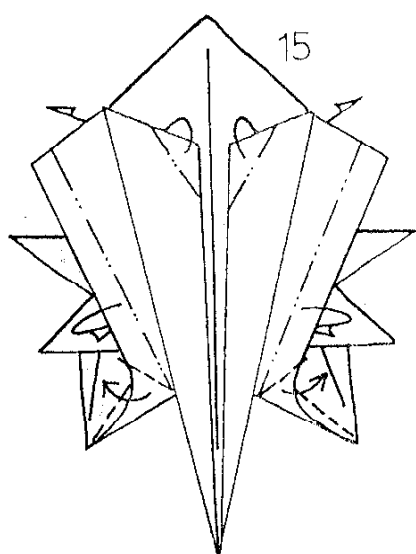
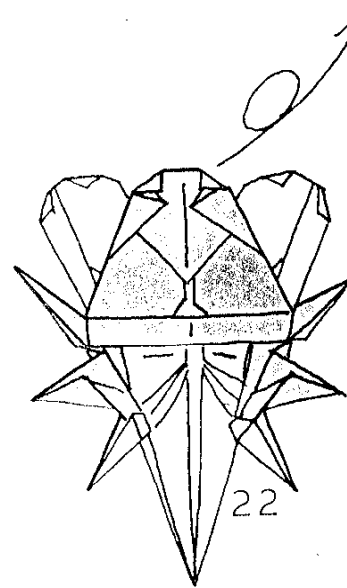
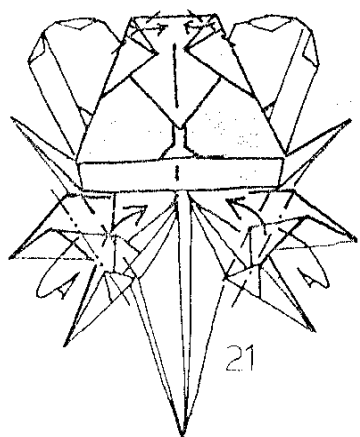
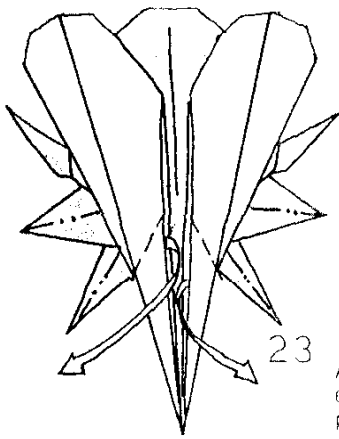
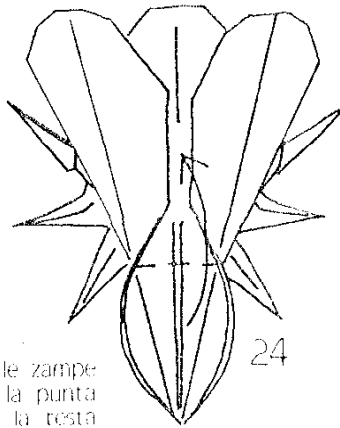
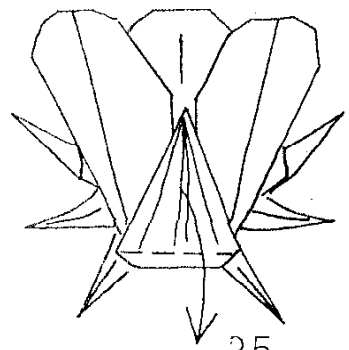
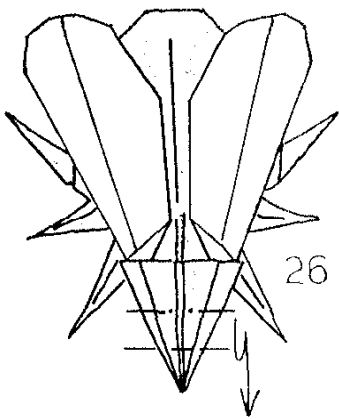
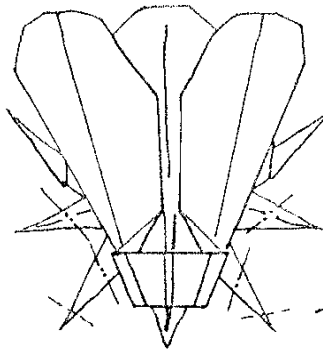
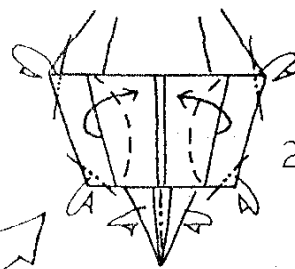
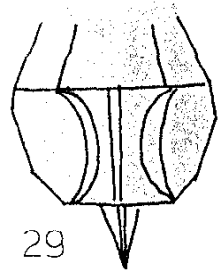
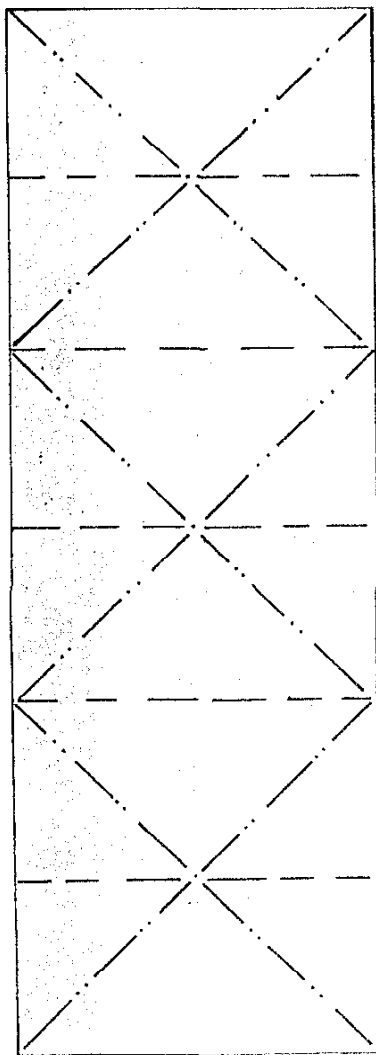
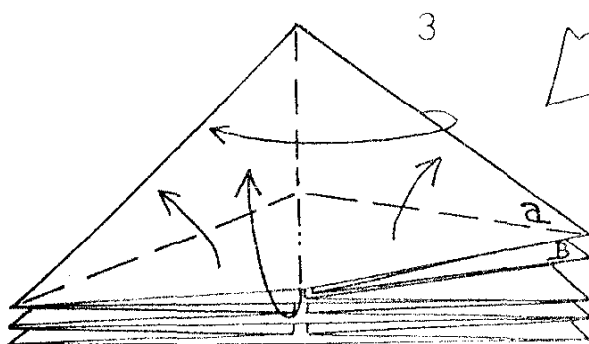
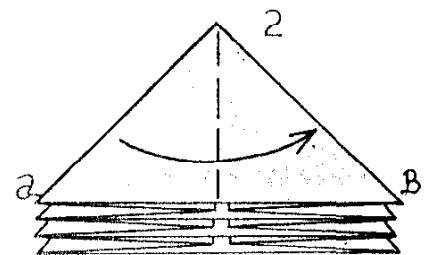

Far rientrare (a) e (b), contemporaneamente rivoltare (c) e (d)

Tirare lateralmente (a) e (b) per disincastrarle, dopo piegare a metà. Assottigliare le zampe posteriori

23
Assottigliare le zampe ed allargare la punta per formare la testa
24
25
26
27
28
A
29
30

LA MOSCA n. 3

Riportare la punta (a) nella posizione iniziale, contemporaneamente piegare come segnato. Ripetere per (B)

4
a
B

5
Ripetere per (a)
a
B

6

7
Far rientrare
1/3 della punta

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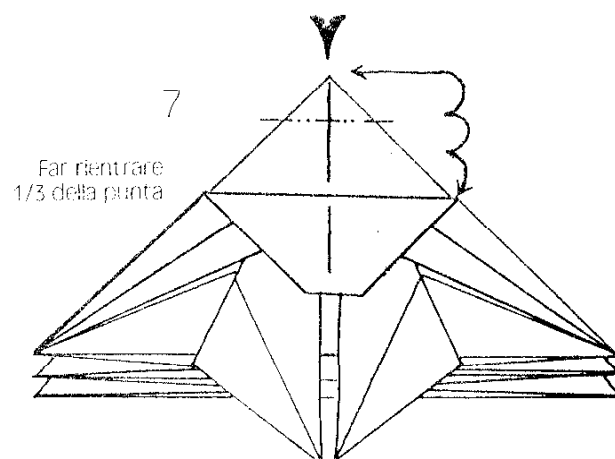
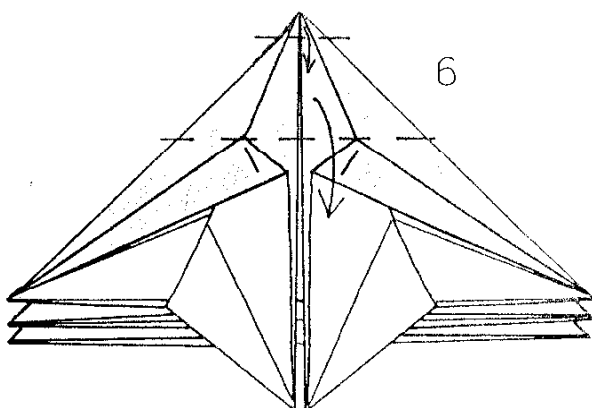
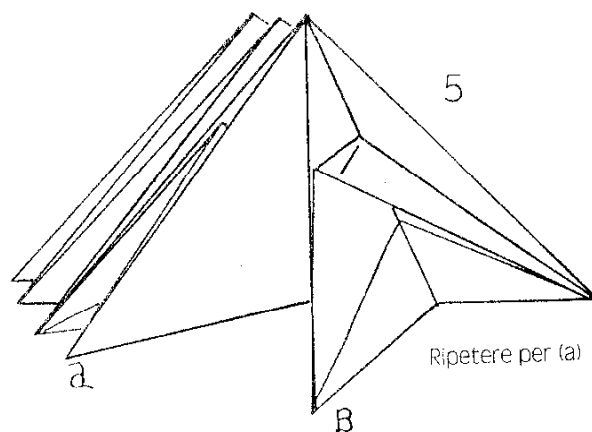
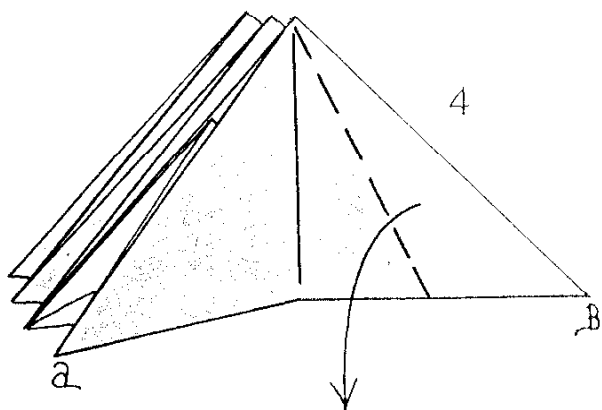
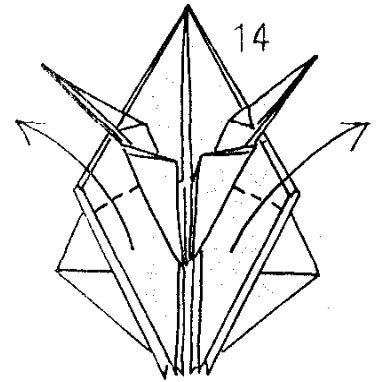
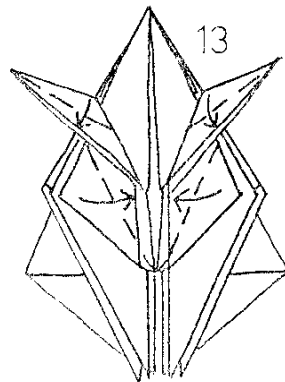
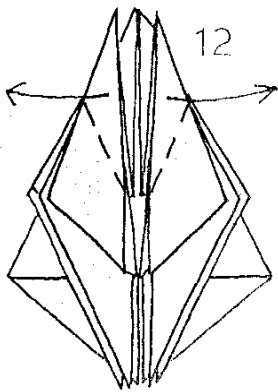
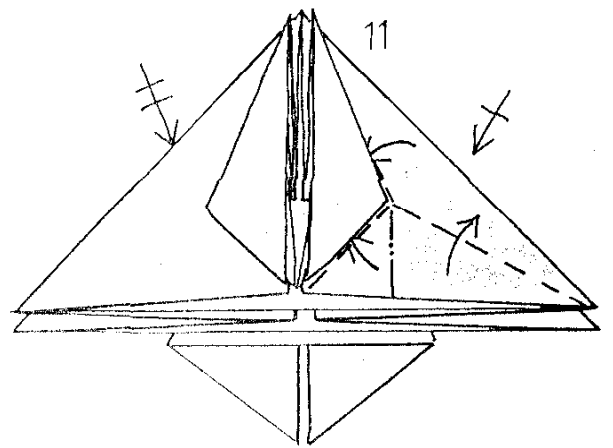
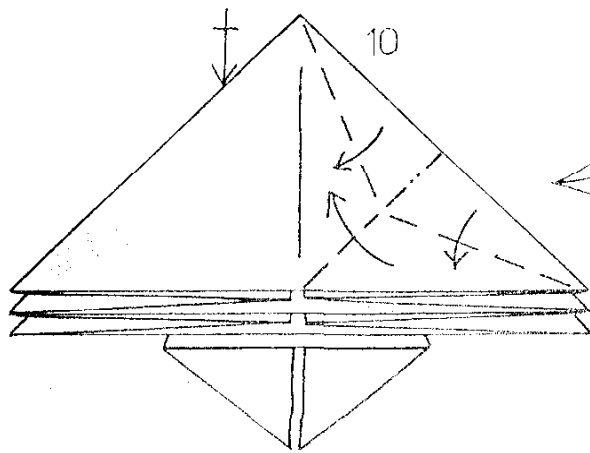
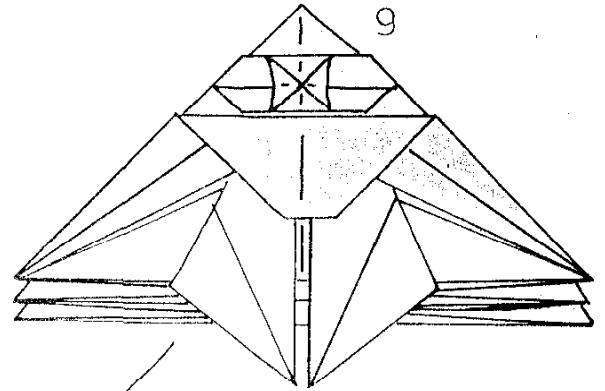
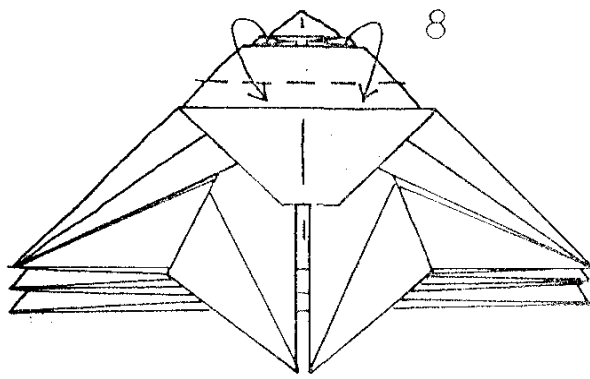
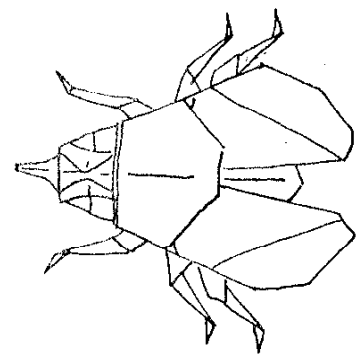
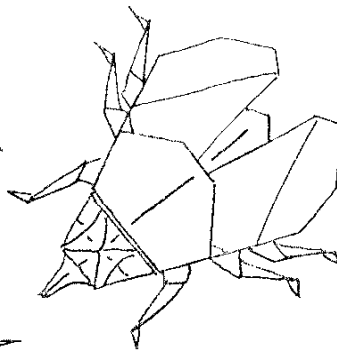
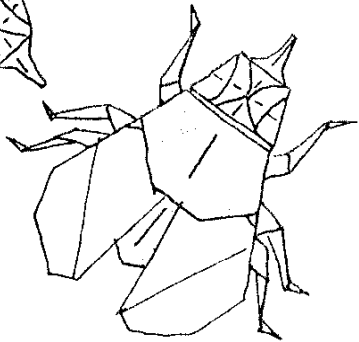
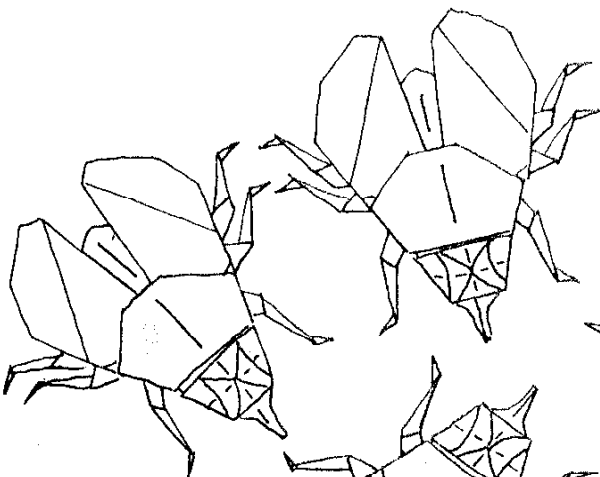
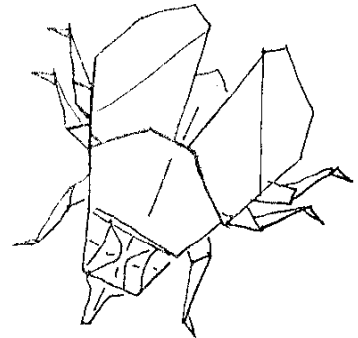
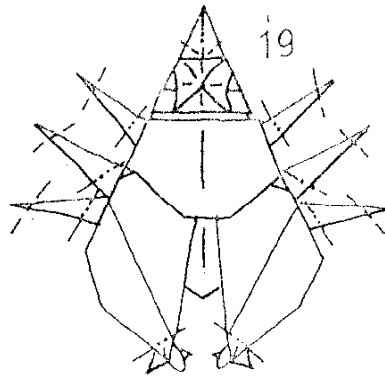
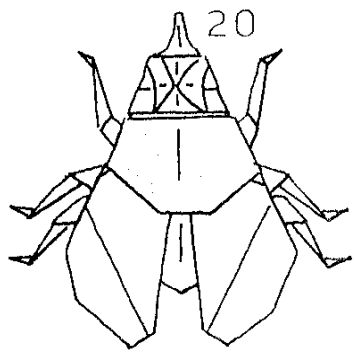
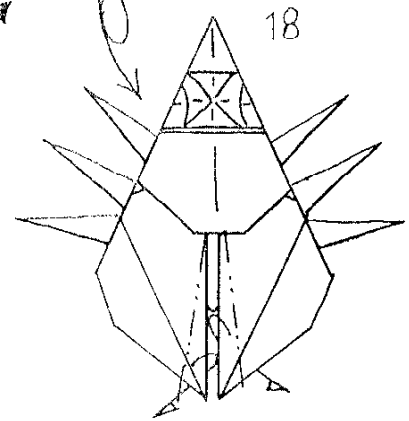
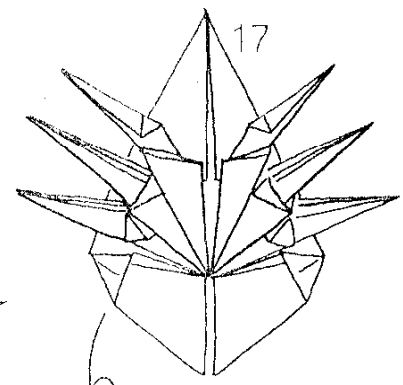
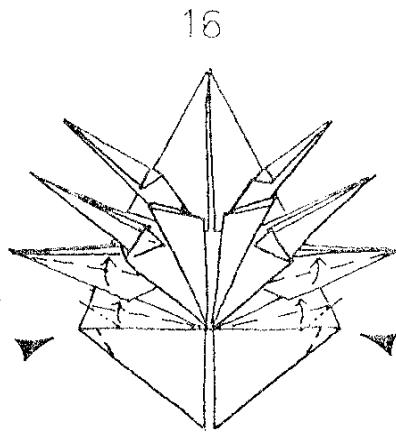
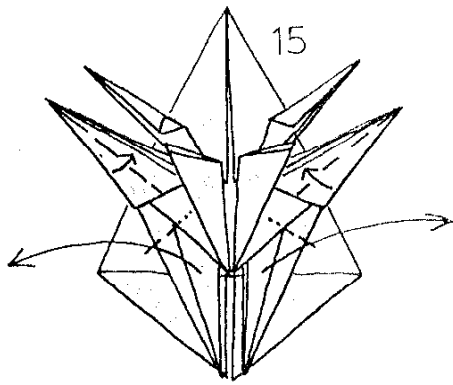
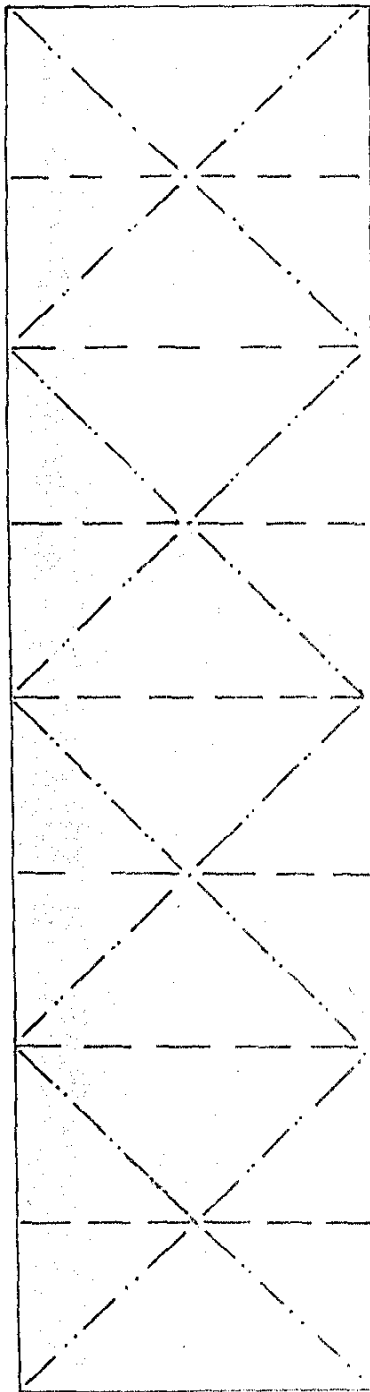
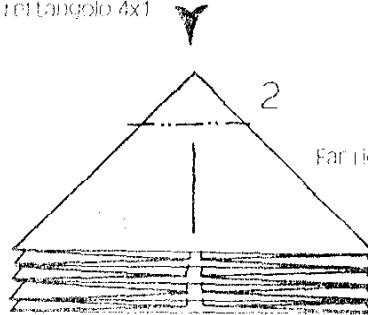

LO SCARAFAGGIO n. 1

1

Iniziare con un rettangolo 4x1

Far rientrare la prima punta di circa 1/4

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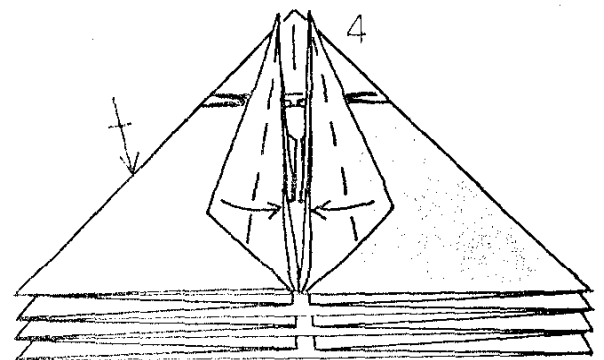
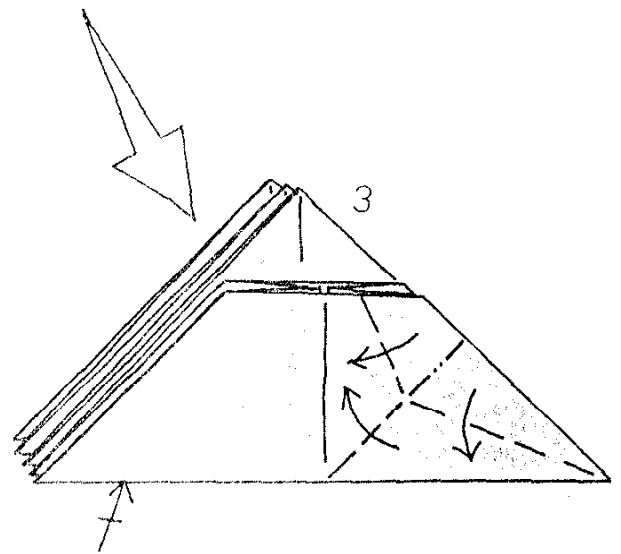
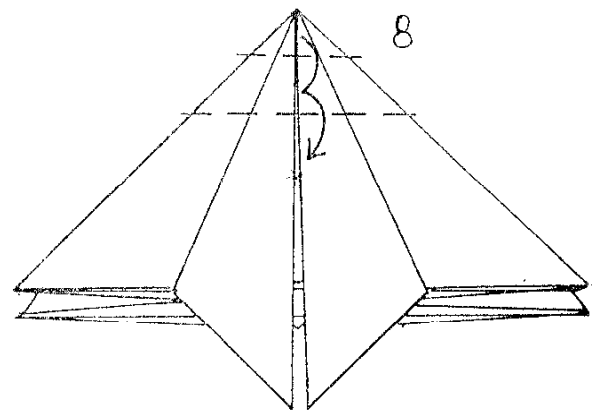
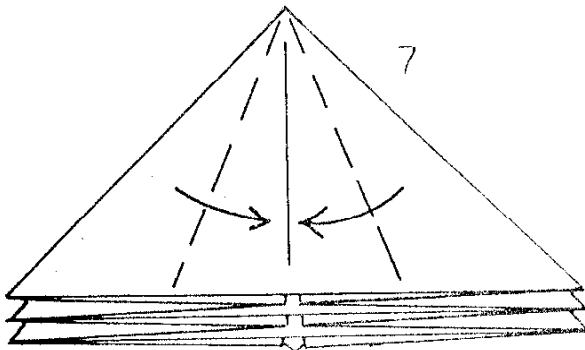
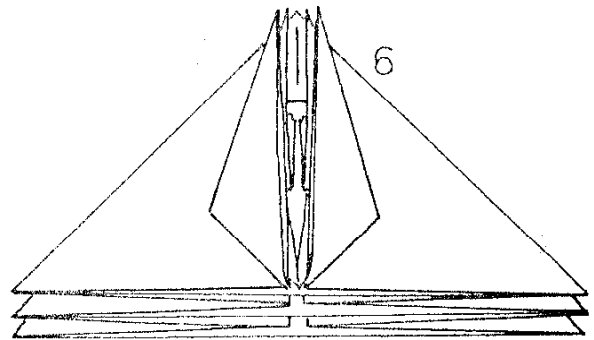
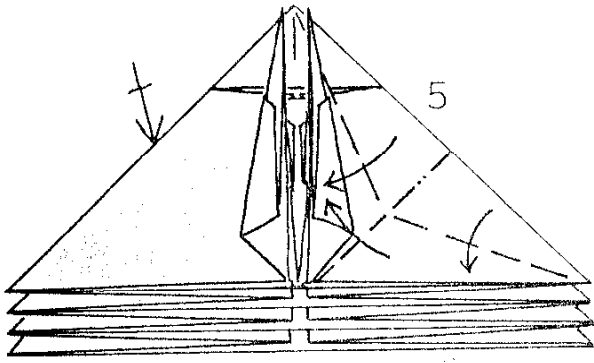
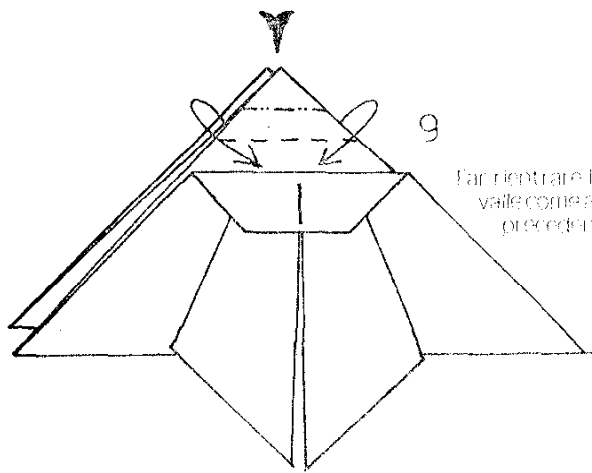
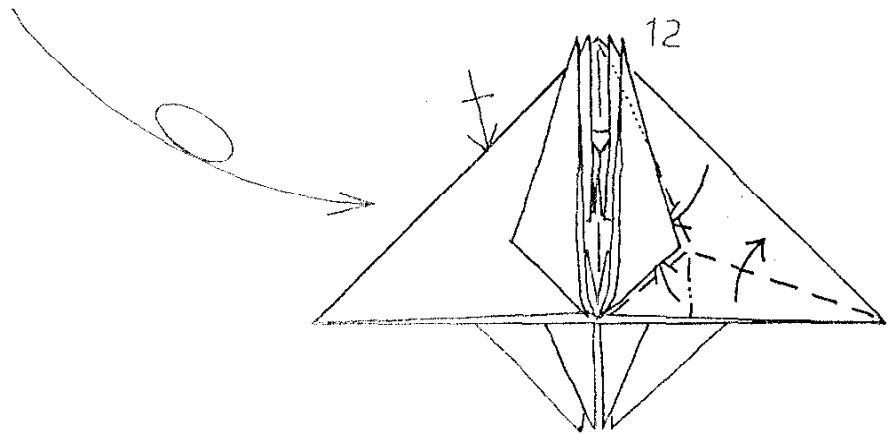
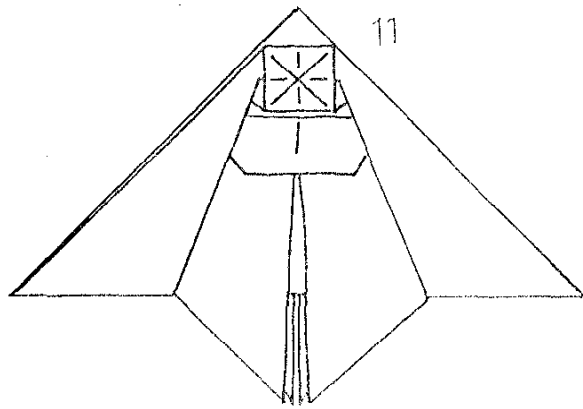
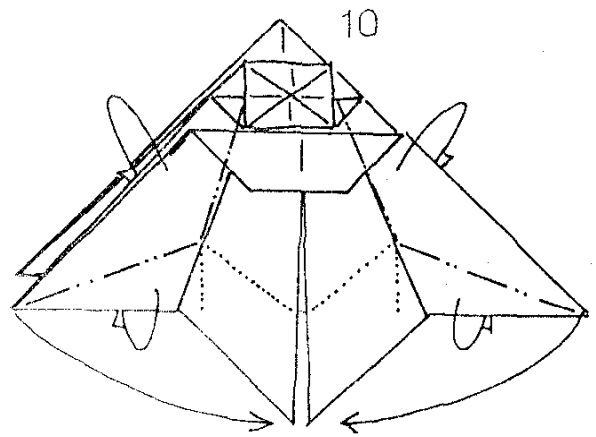
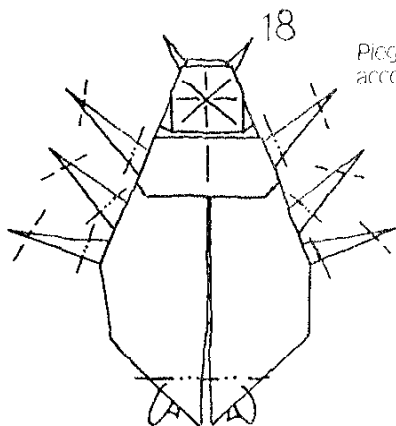
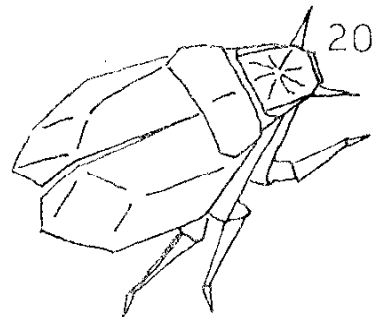
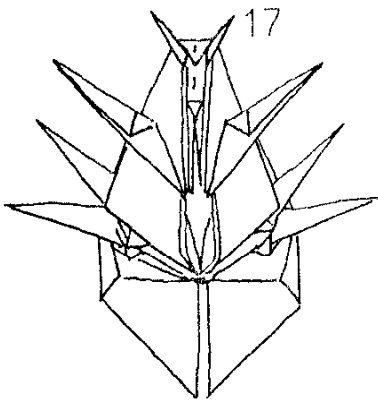
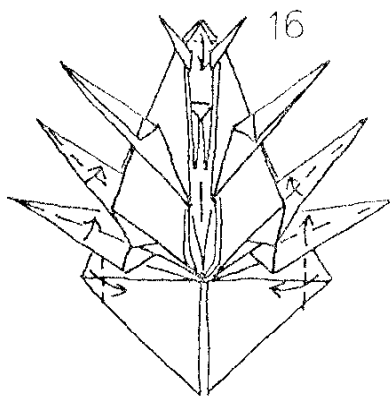
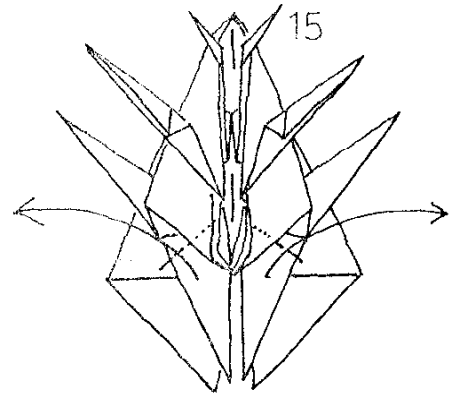
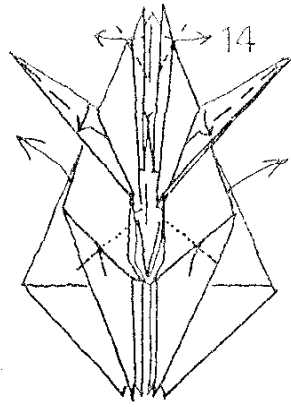
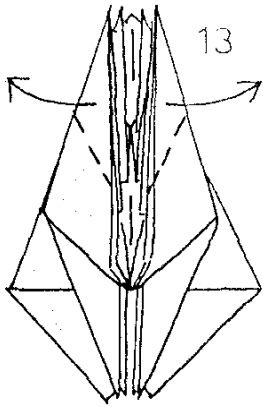
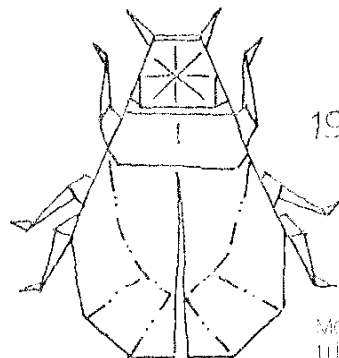
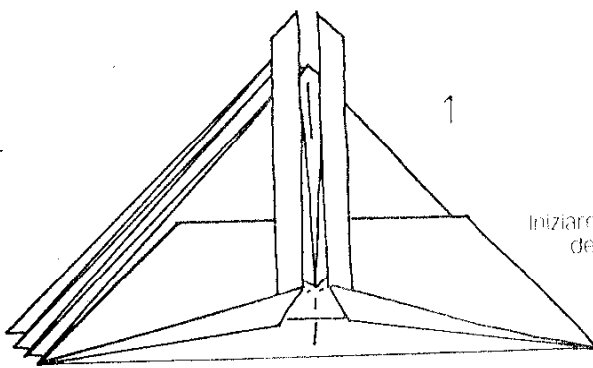
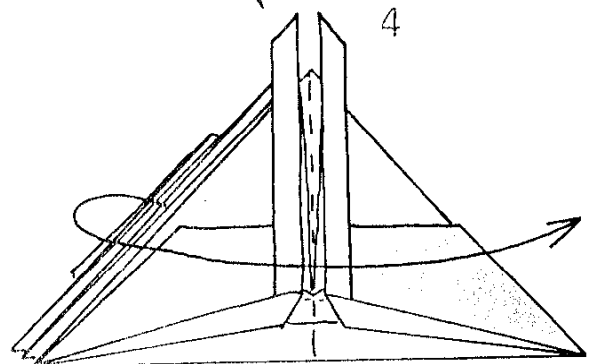
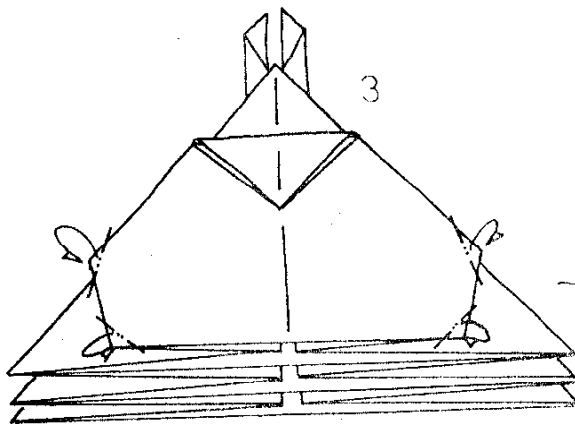
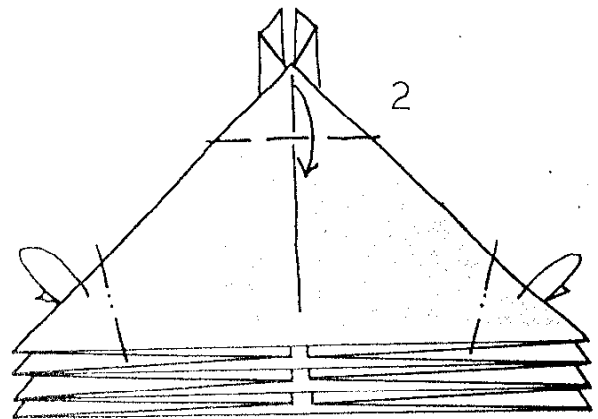
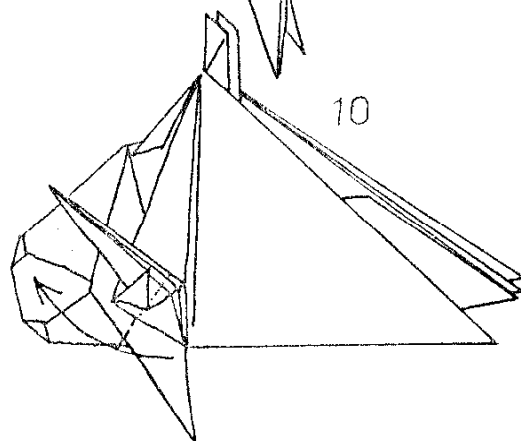
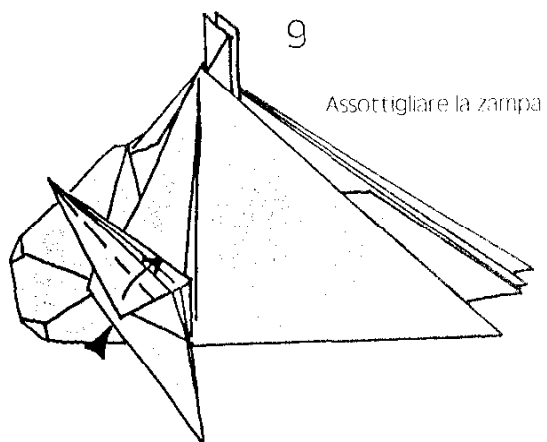
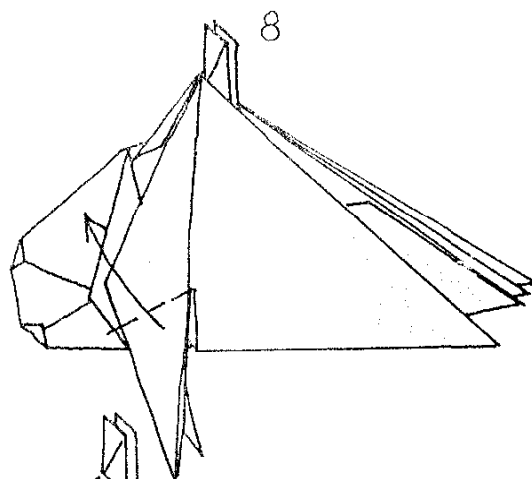
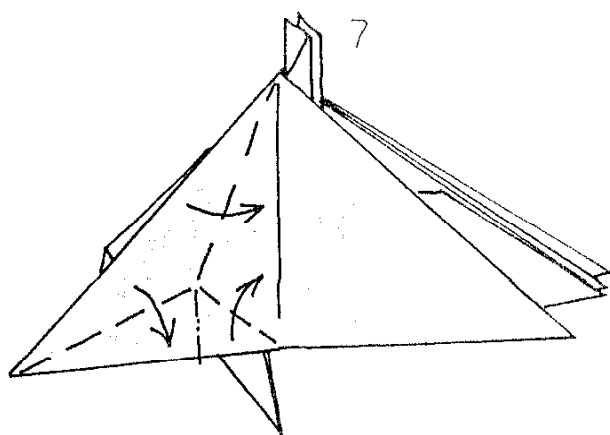
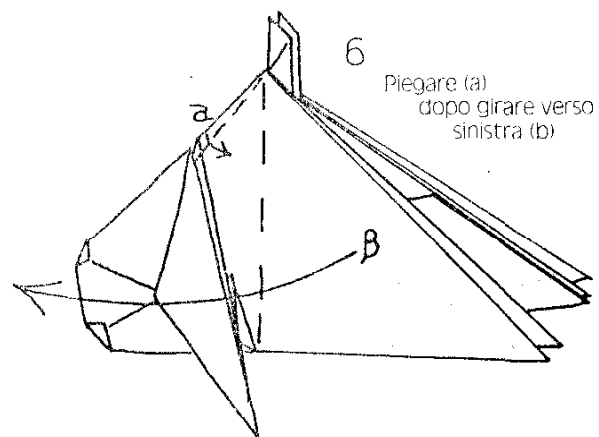
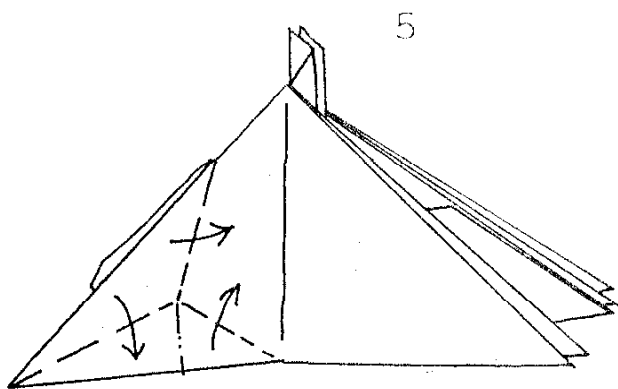
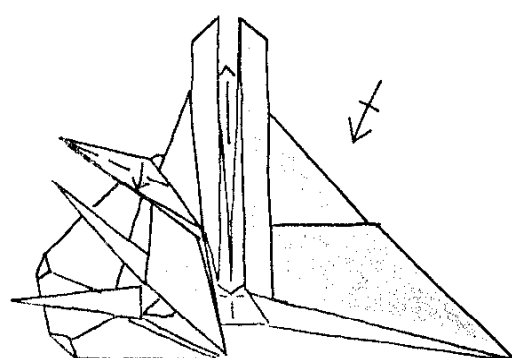
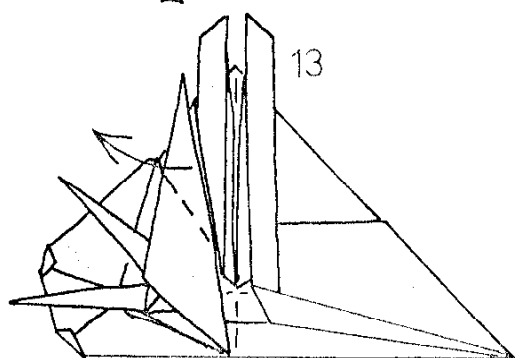
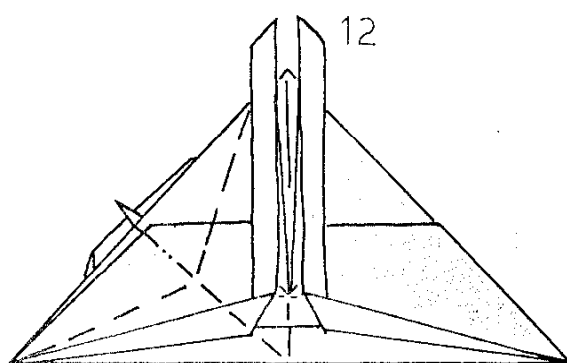
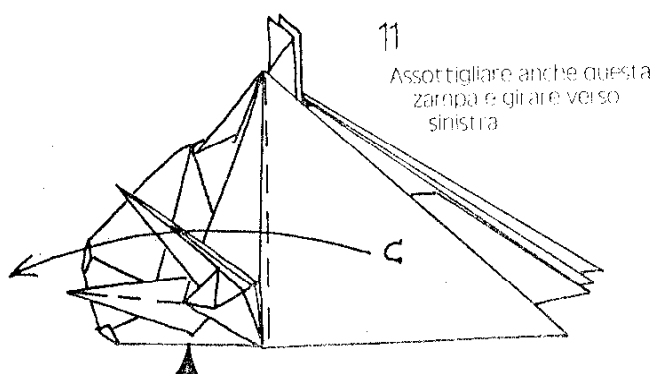

9
Far rientrare la punta di 1/3 e piegare a valle come ai passaggi 7 e 8 del modello precedente
10
11
12

Modellare seguendo le pieghe per dare tridimensionalità

LA FALENA

3

4

5
6
Piegare (a)
dopo girare verso
sinistra (b)
a
β
7
8
9
Assottigliare la zampa
10

11
Assottigliare anche questa zampa e girare verso sinistra
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Assottigliare anche questa zampa, dopo ripetere tutto per l'altro lato
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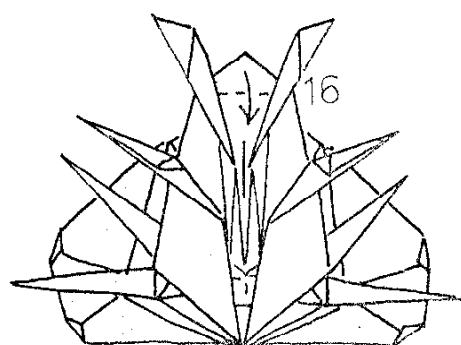
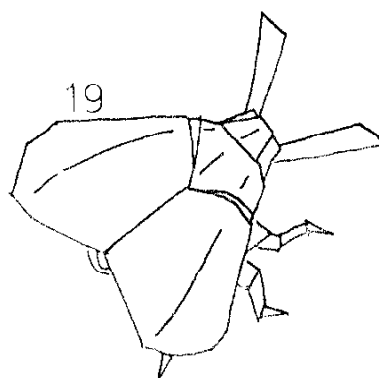
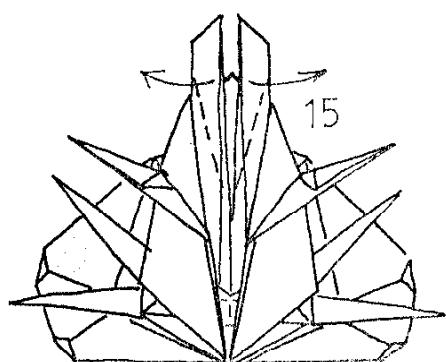
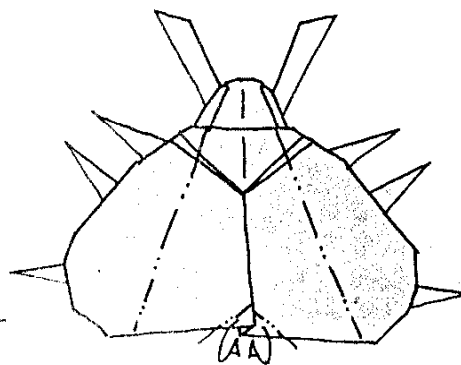
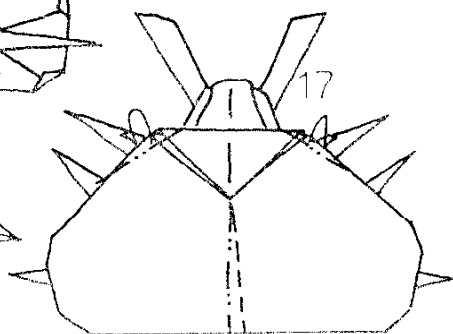
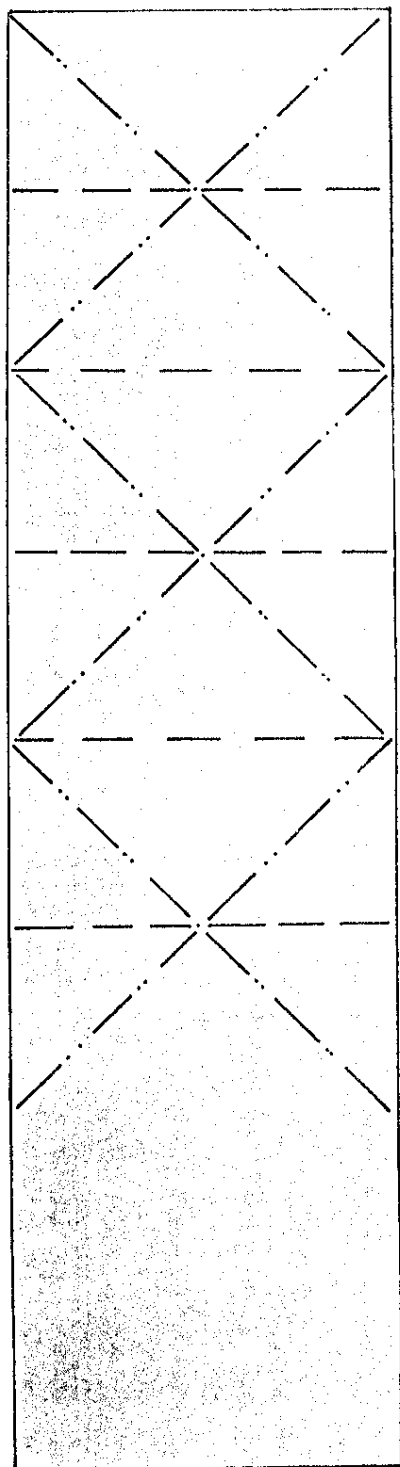
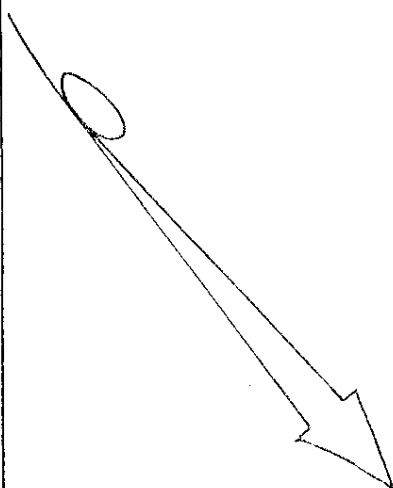
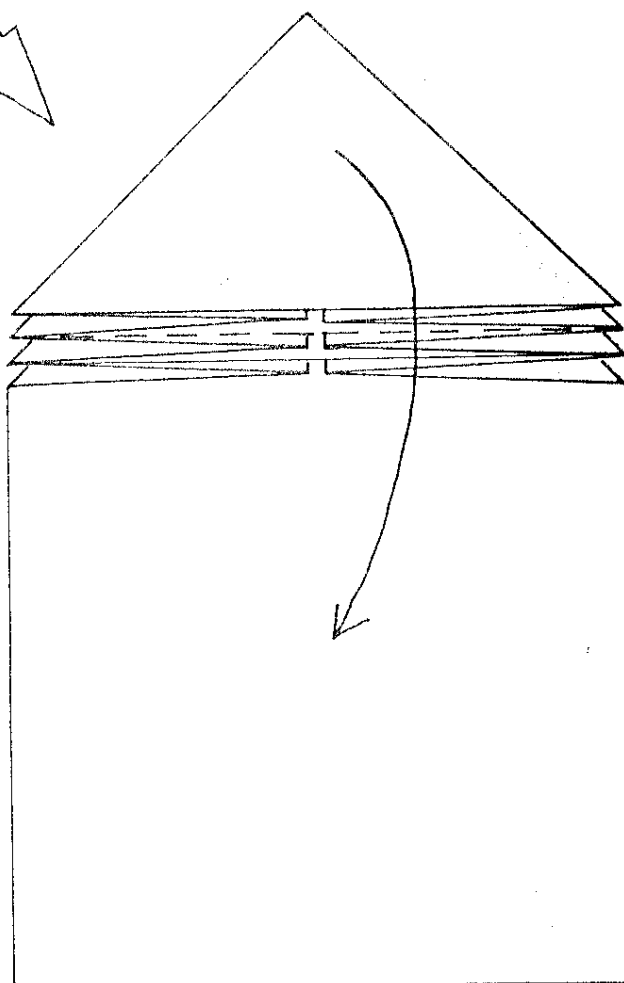
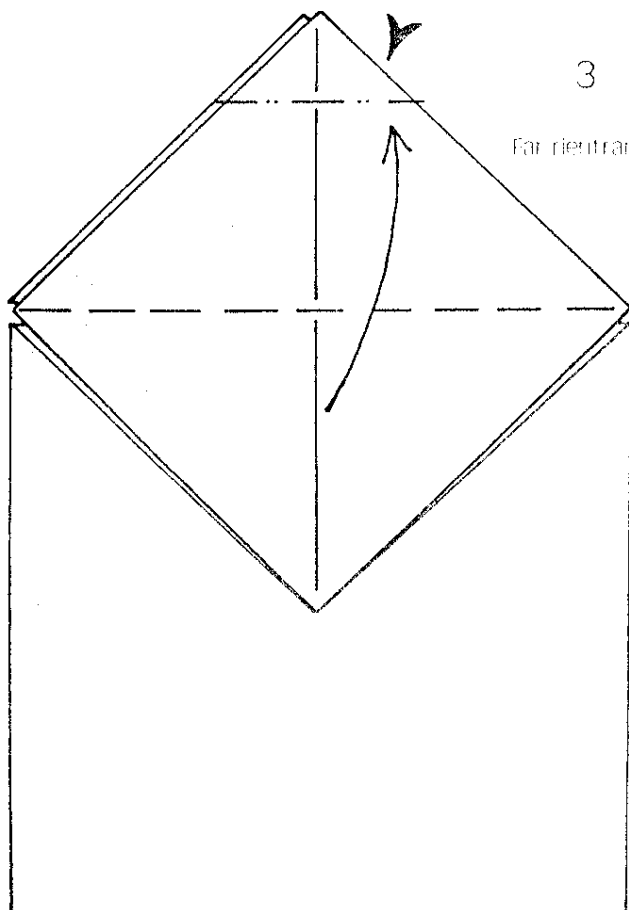
Modellare la figura arrotondando le ali e piegare le zampe così come si è fatto per gli altri insetti
17

LA FORFICULA

3

Far rientrare la punta e rialzare quella in basso

4 Girare a libro verso destra le prime due alette

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Ripetere dalla fig. 4 alla fig. 14 per l'altro lato

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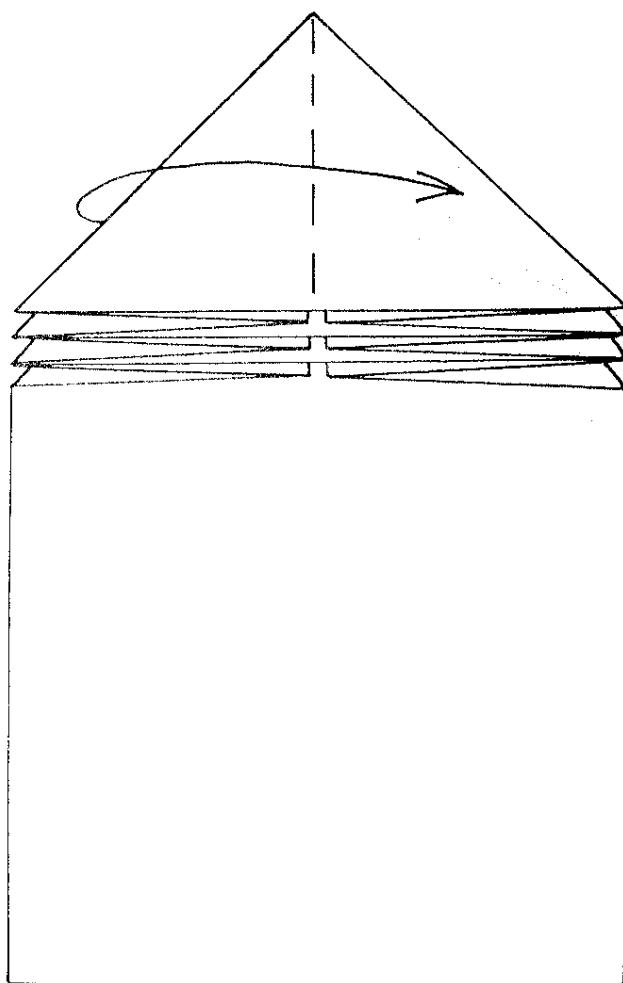
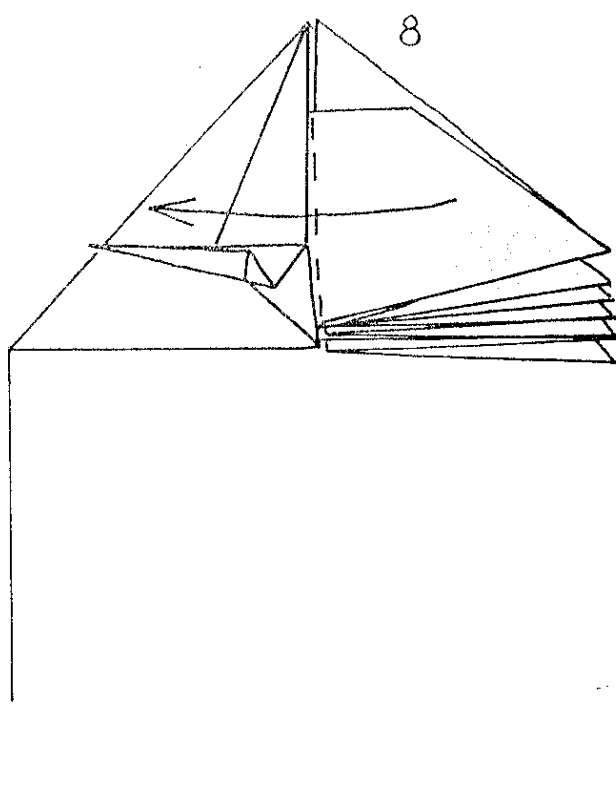
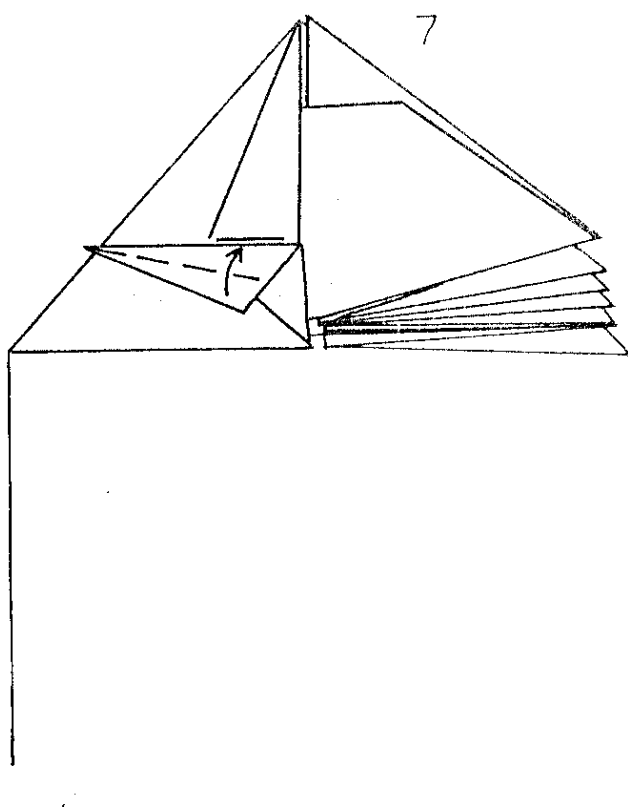
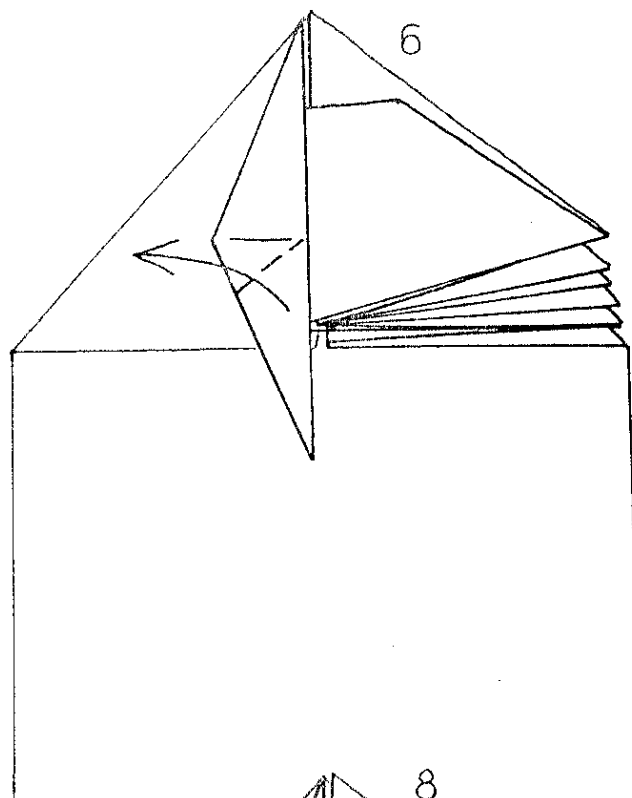
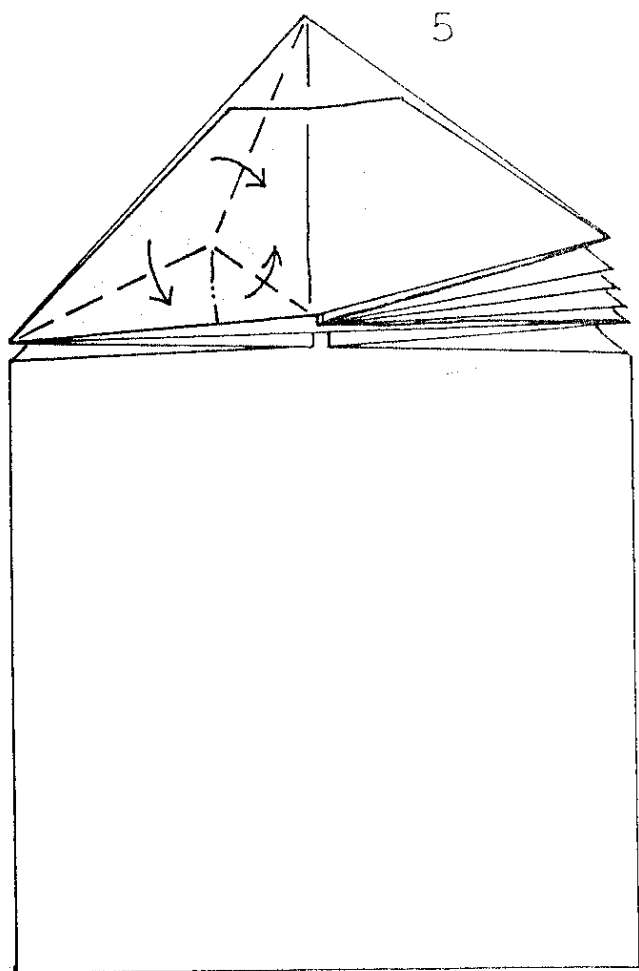
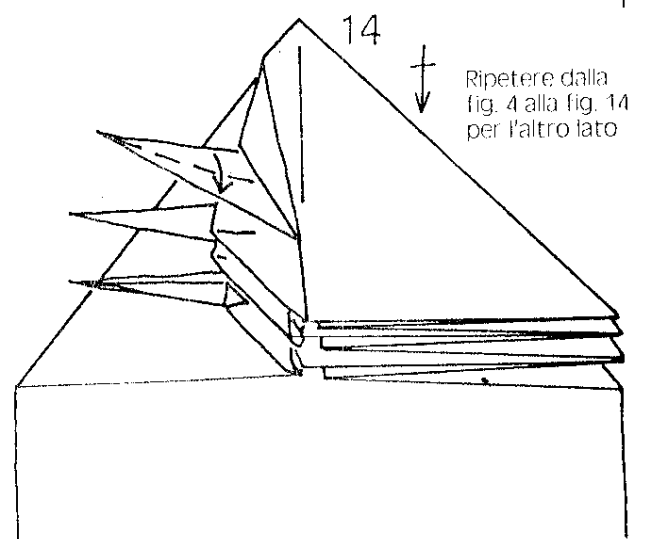
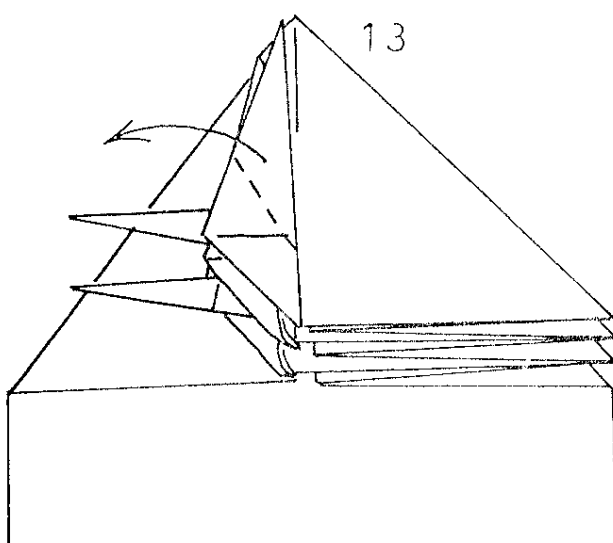
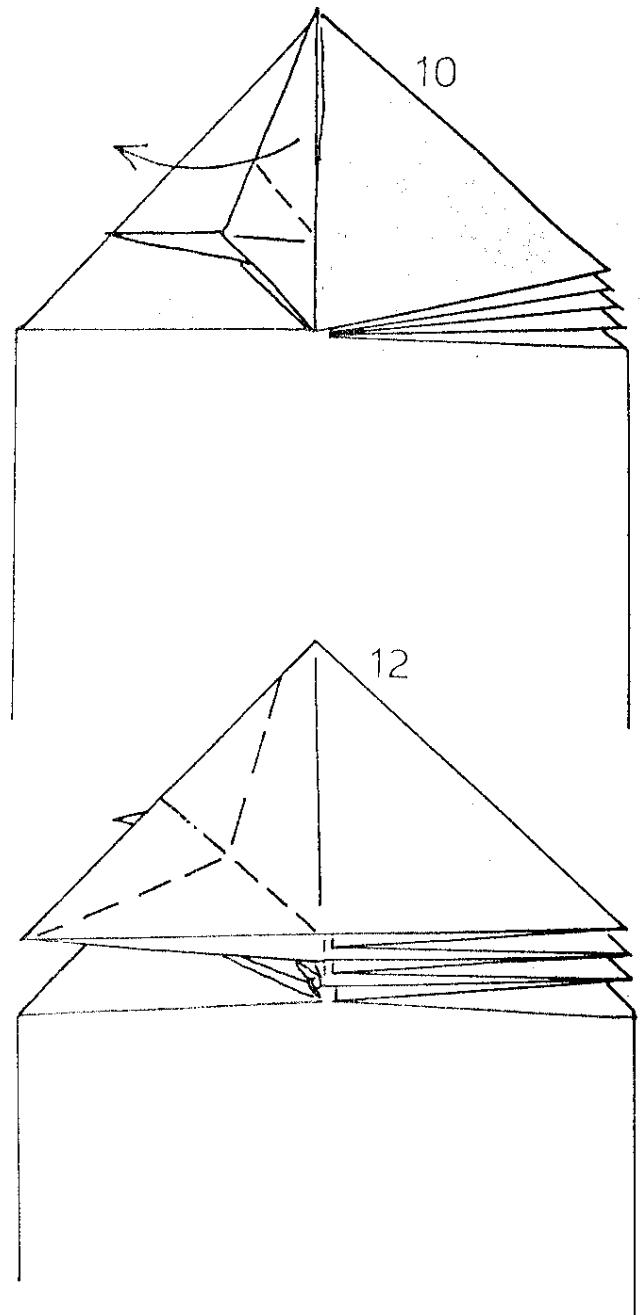
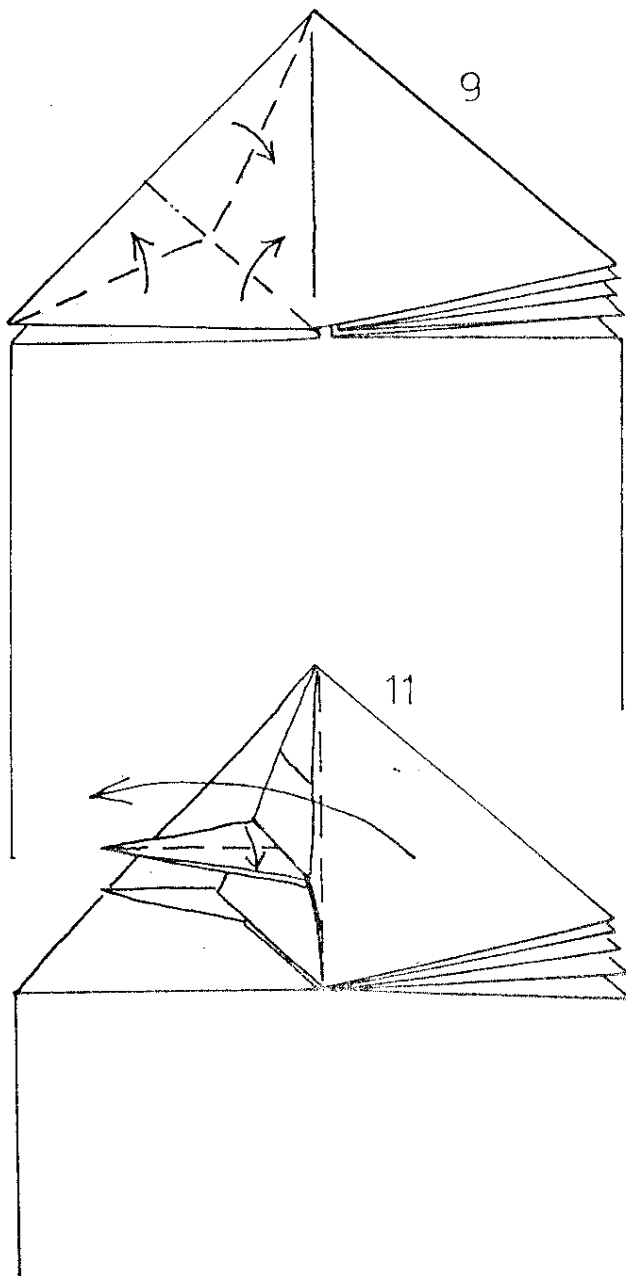
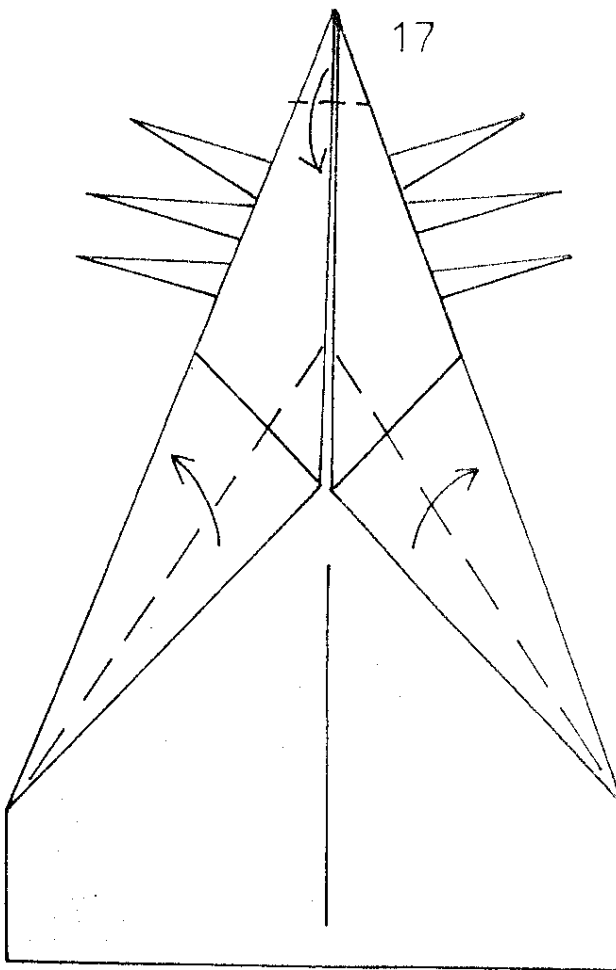
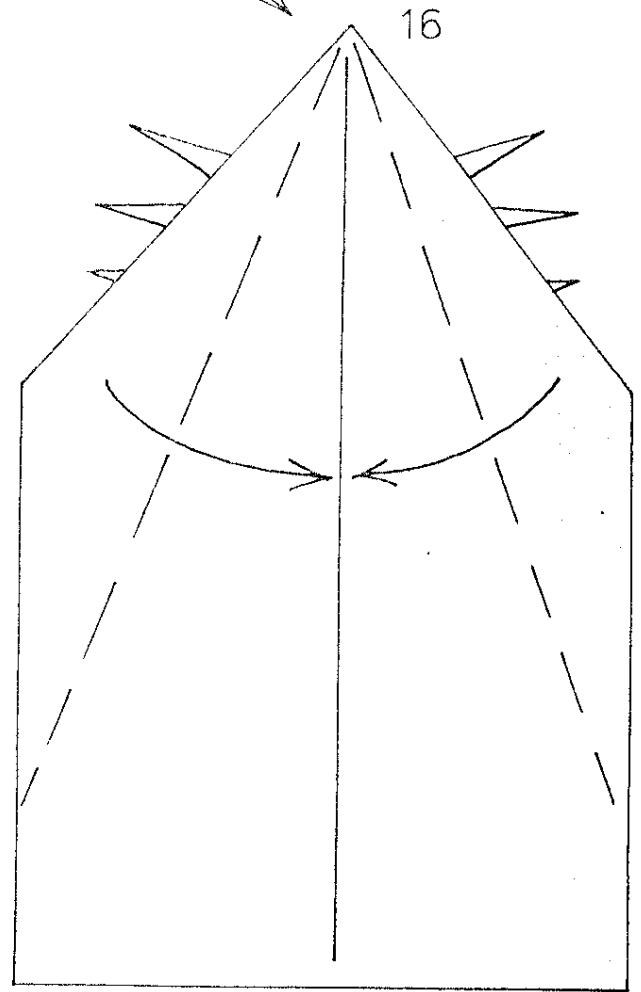
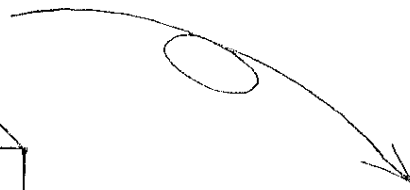
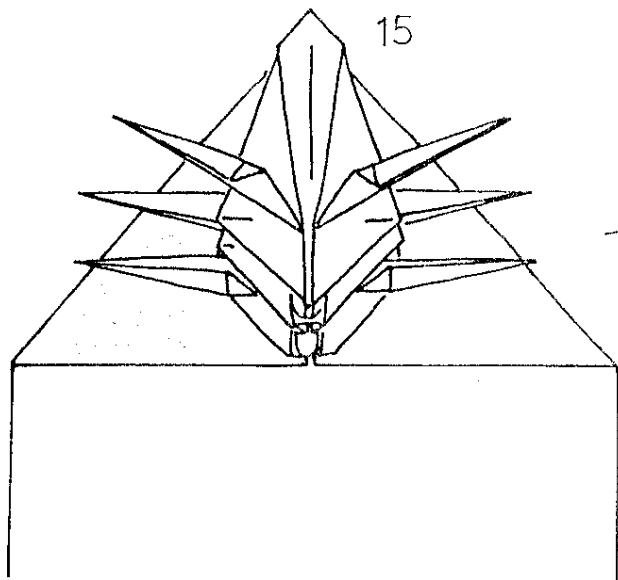
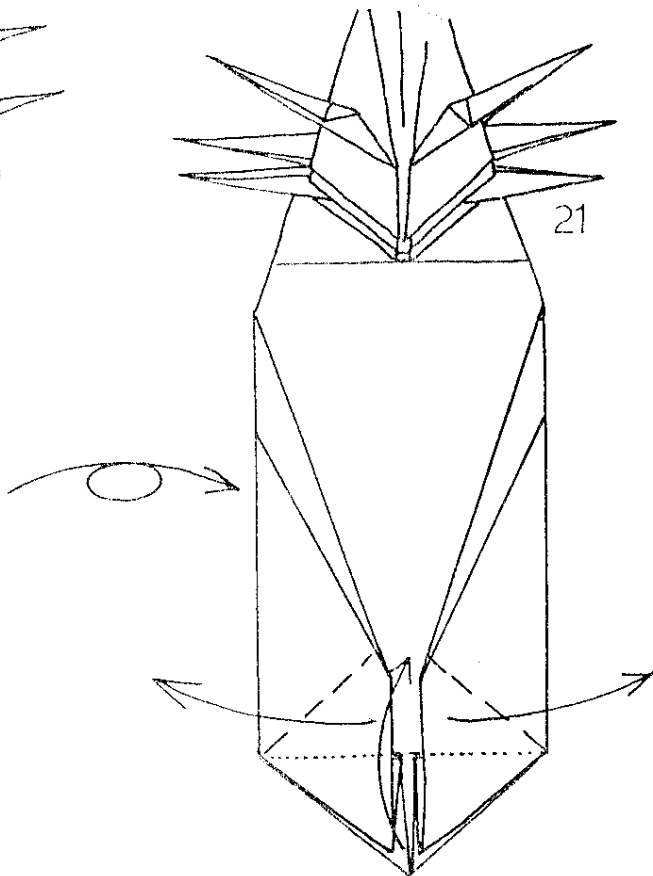
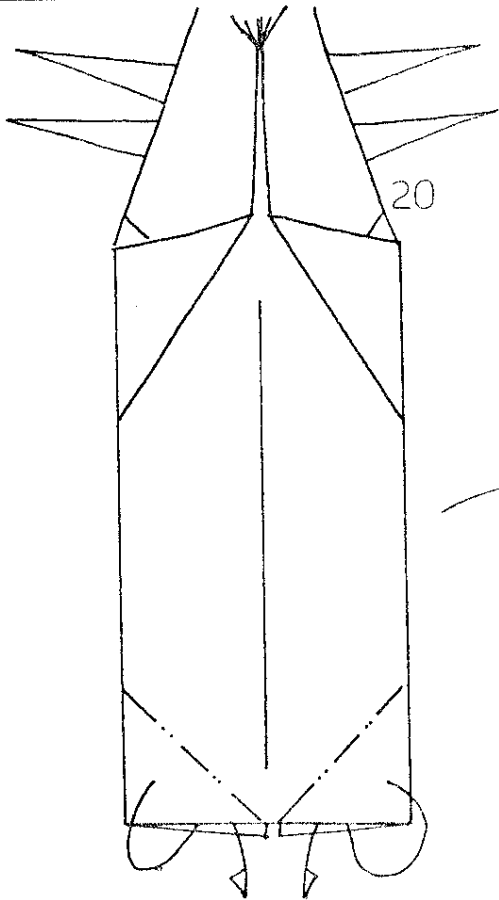
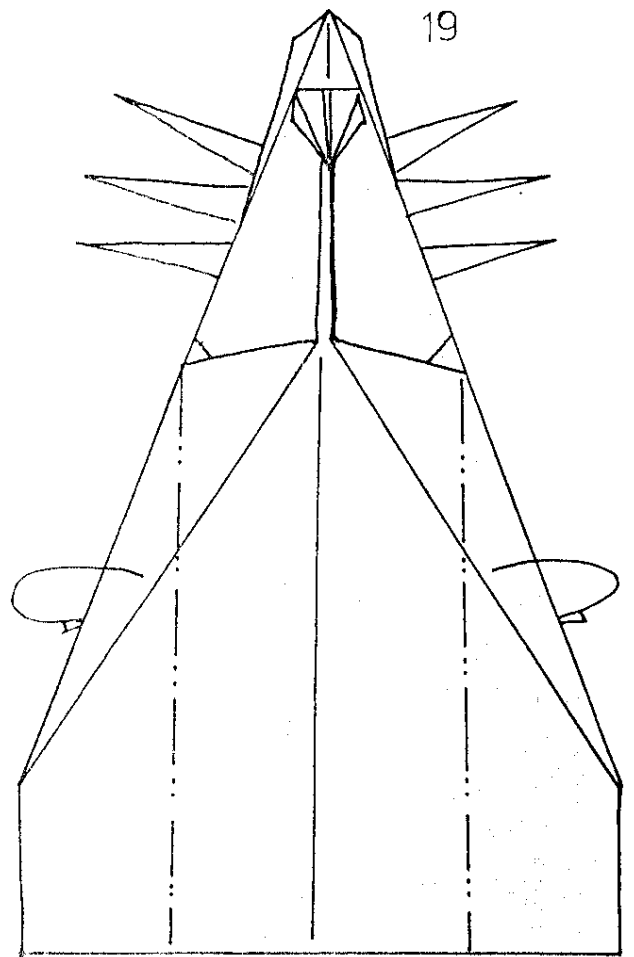
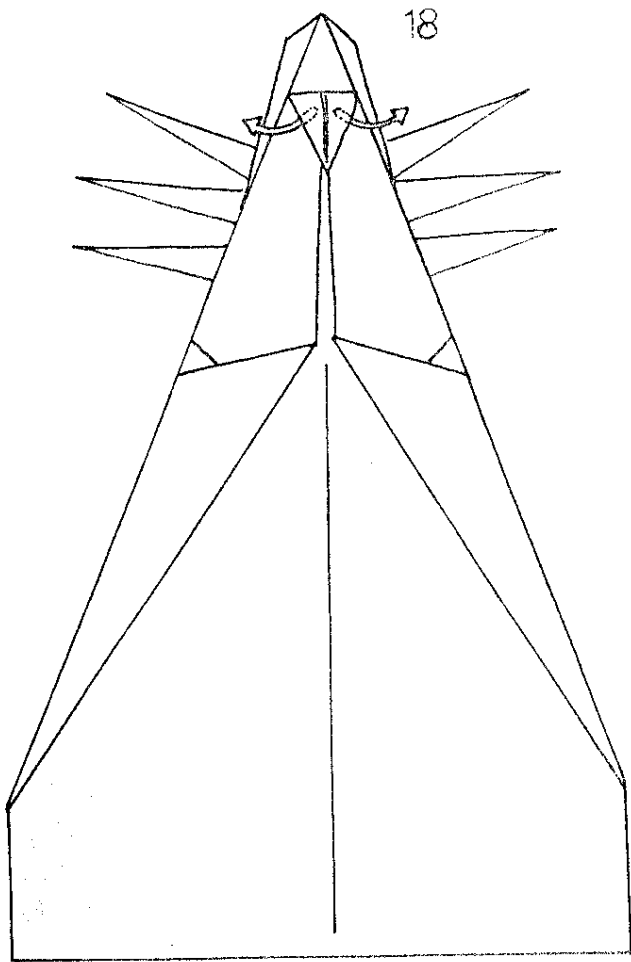
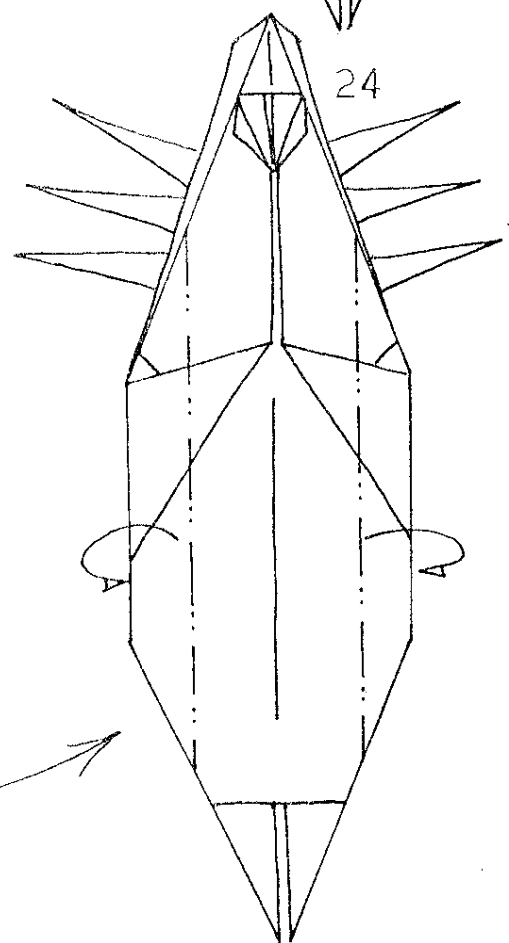
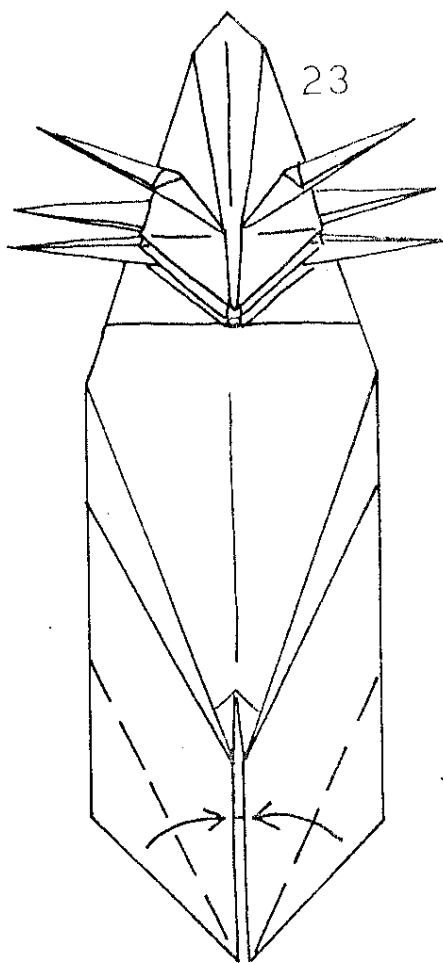
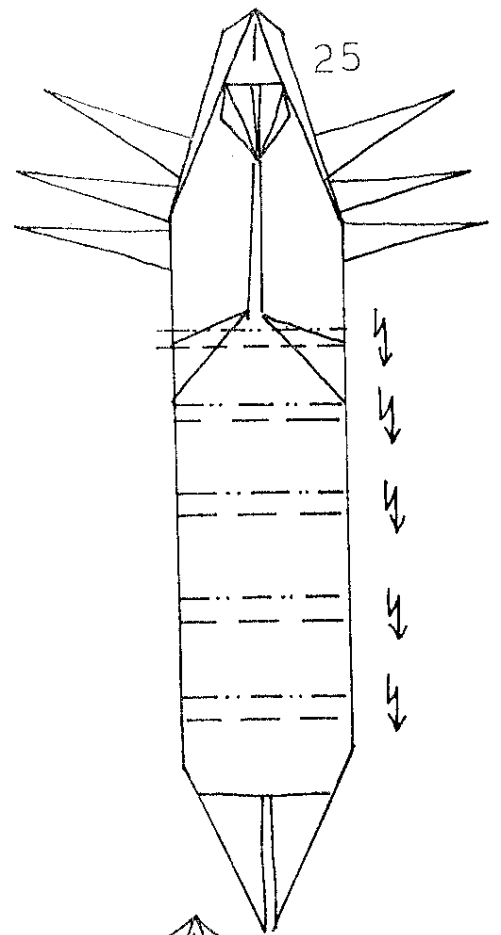
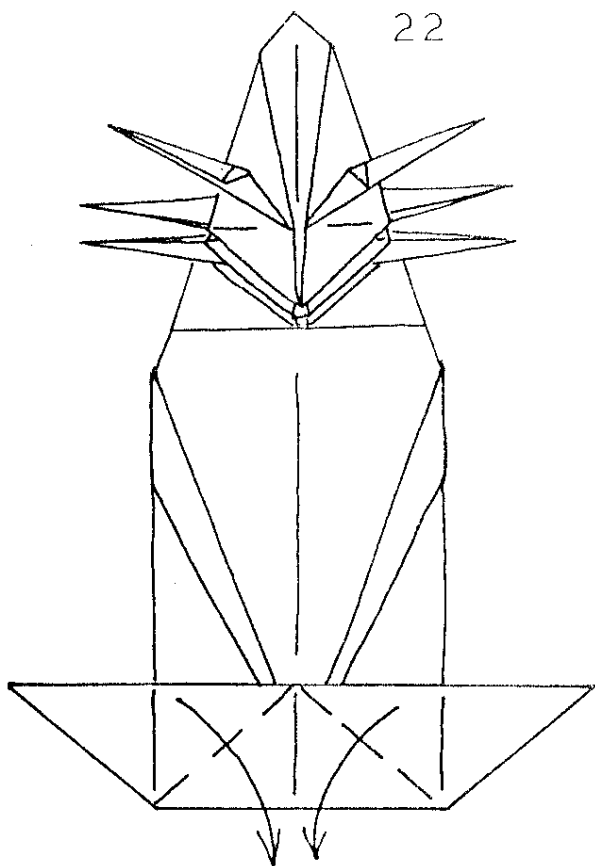
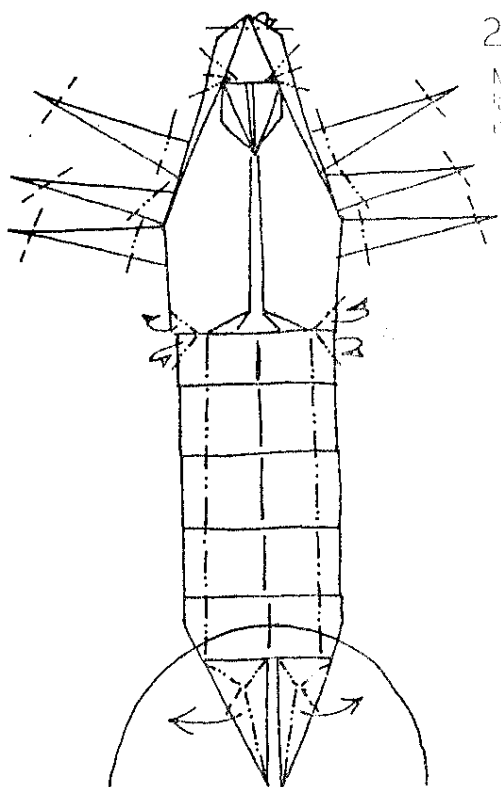
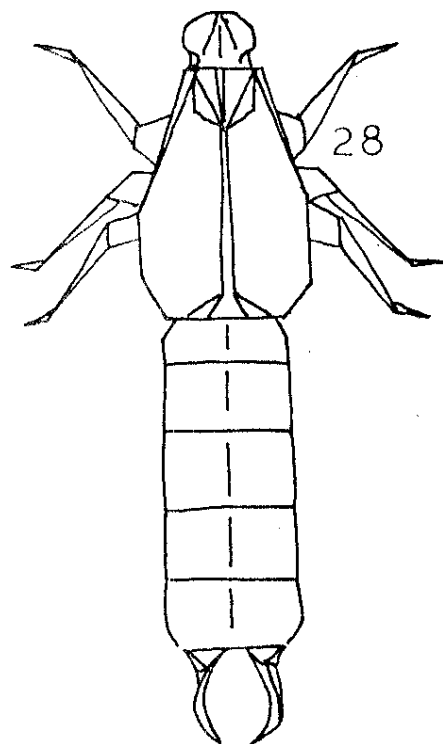
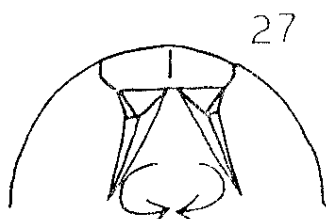
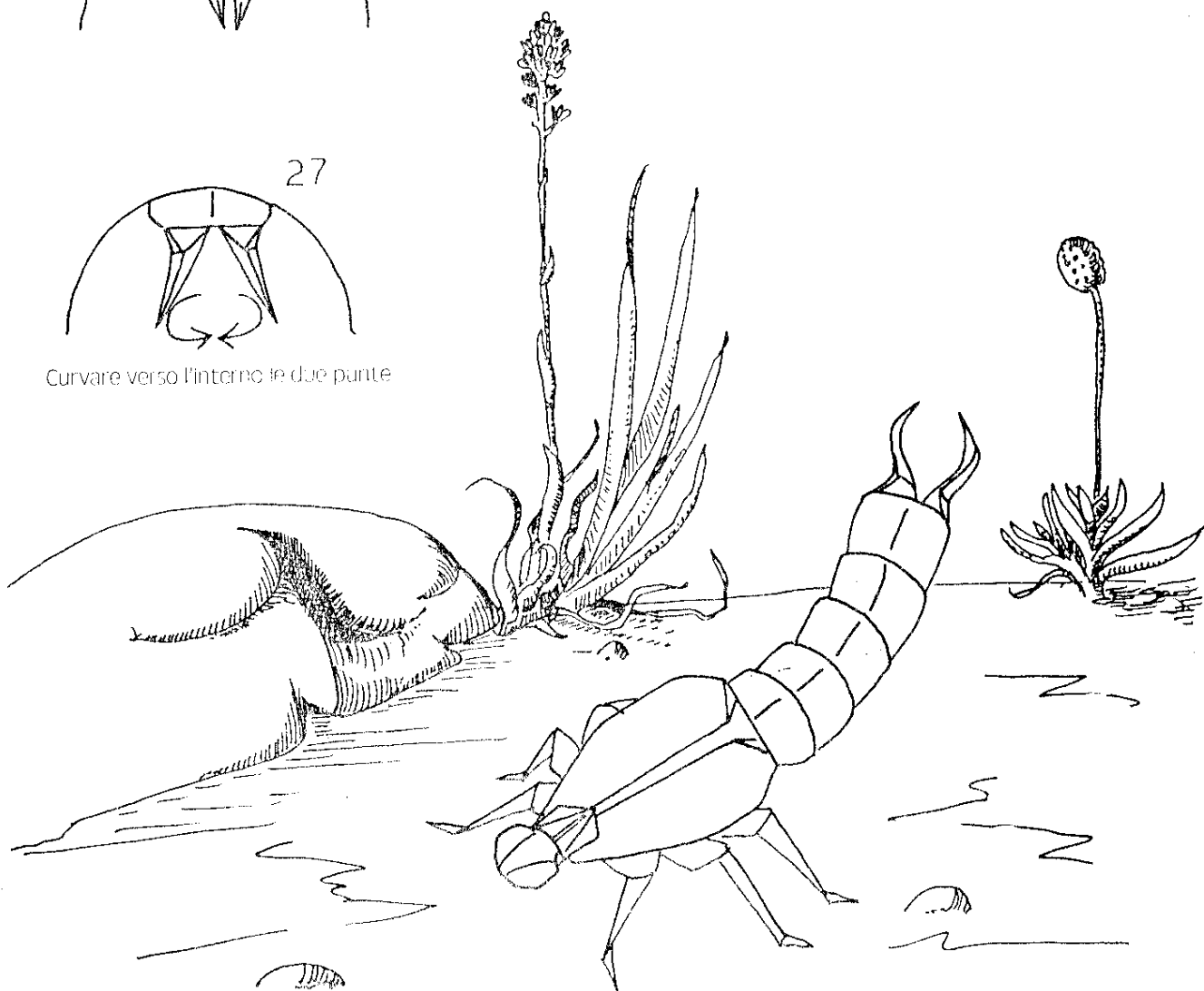
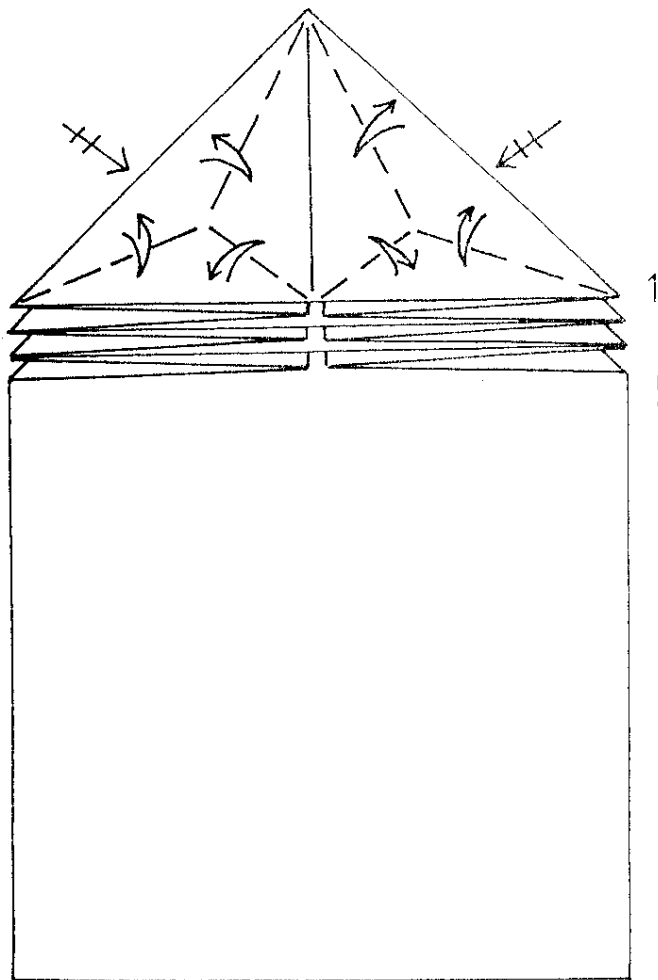
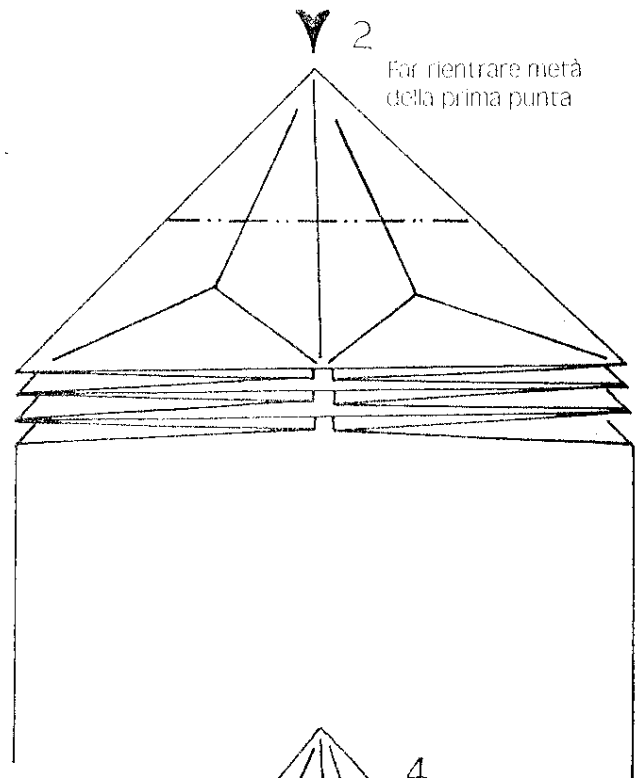
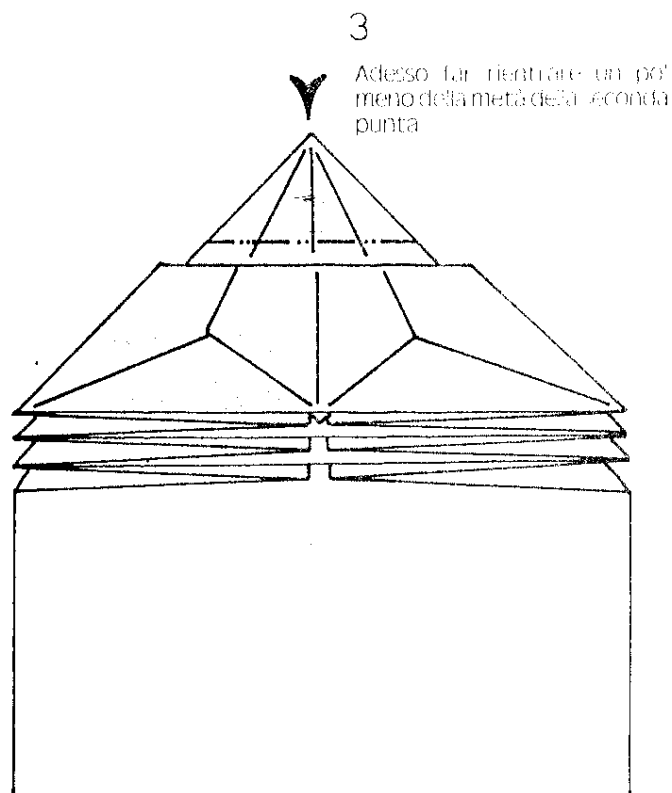
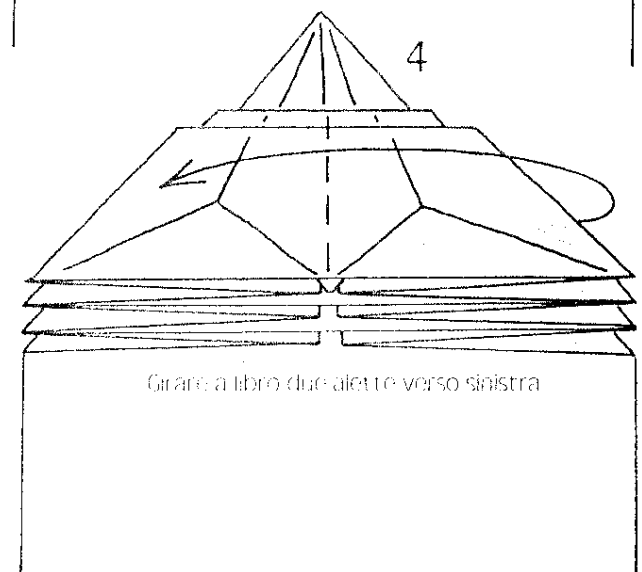

Modellare seguendo le pieghe, la testa, le zampe, il corpo ed i cerci addominali

Curvare verso l'interno le due punte

IL CERVO VOLANTE

1

Iniziare dalla fig. 2 del modello precedente. Segnare le pieghe come da disegno sulle prime tre alette di ogni lato

2

Far rientrare metà della prima punta

3

Adesso far rientrare un po' meno della metà della seconda punta

4

Girare a libro due alette verso sinistra

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14 Ripetere tutti i passaggi dalla fig. 4 alla fig. 14 per l'altro lato
a
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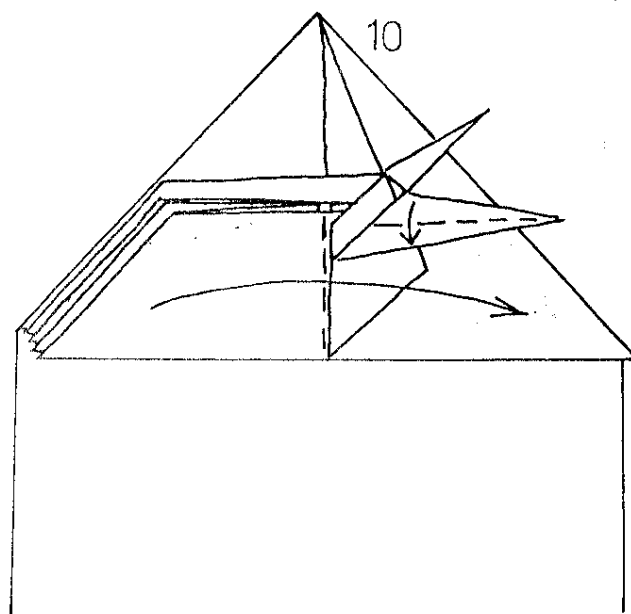
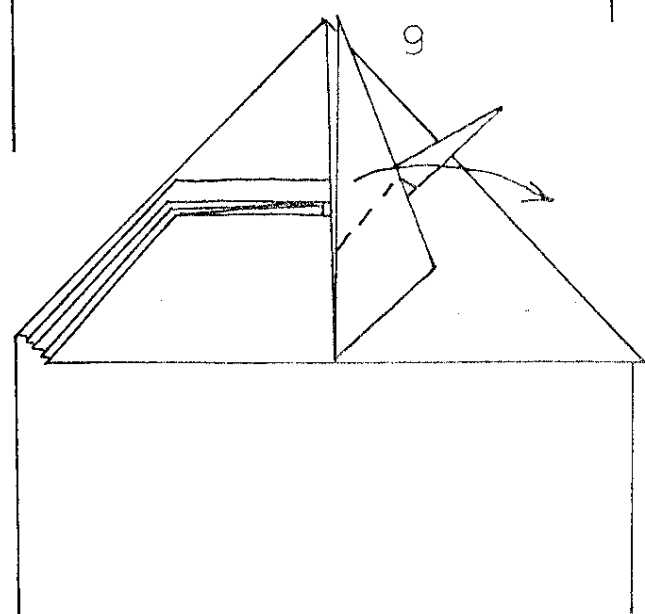
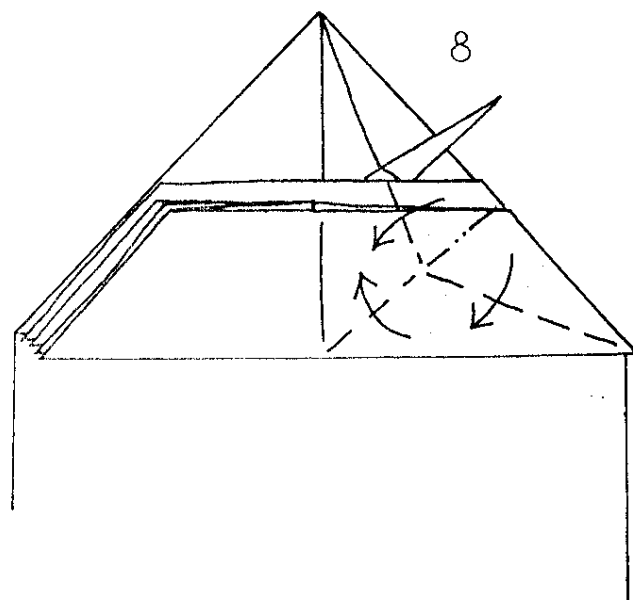
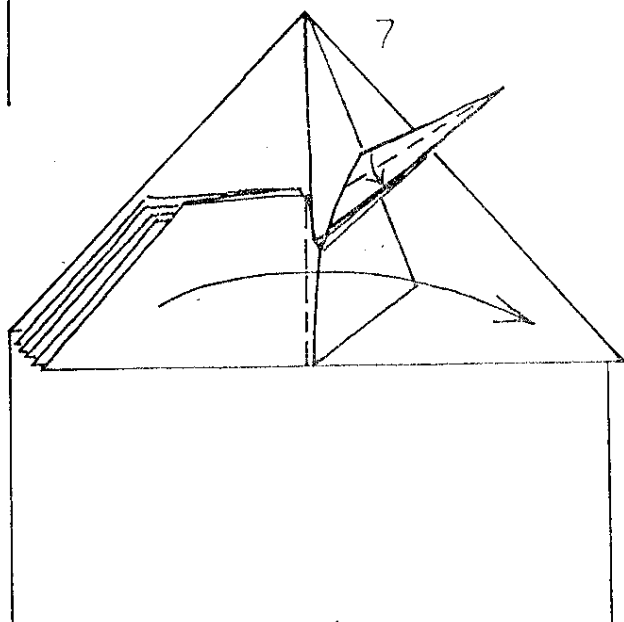
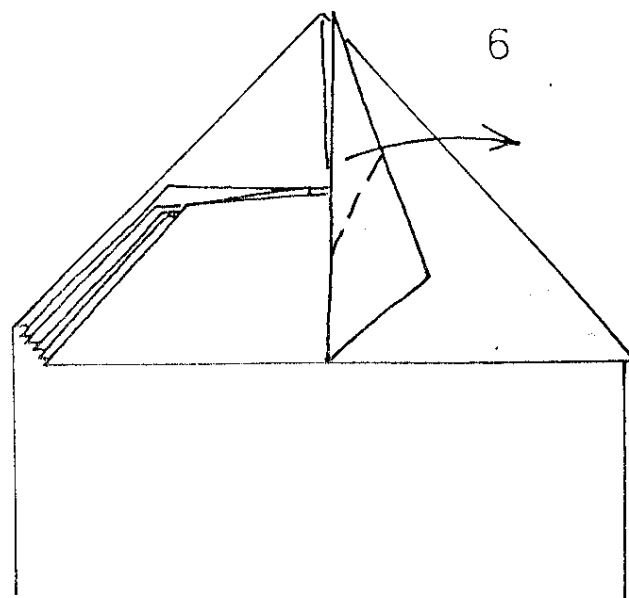
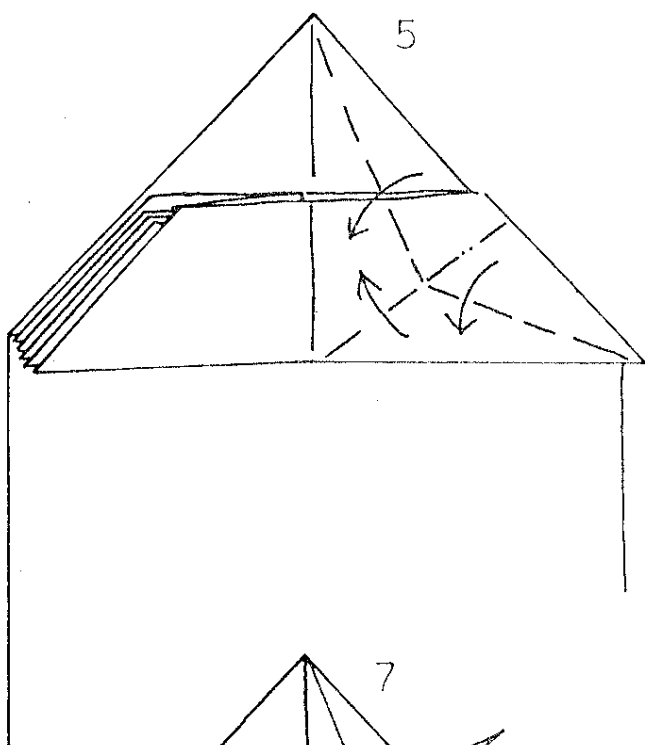
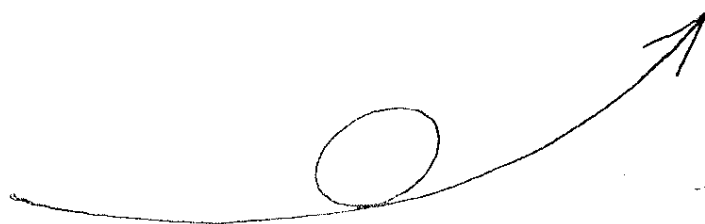
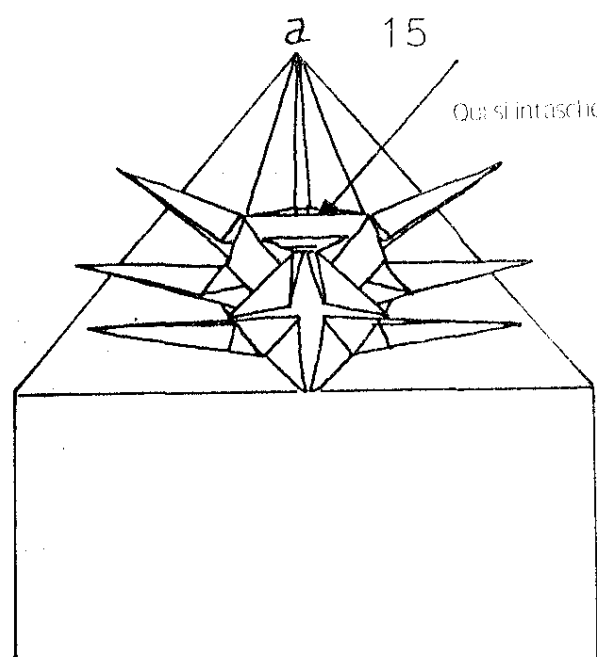
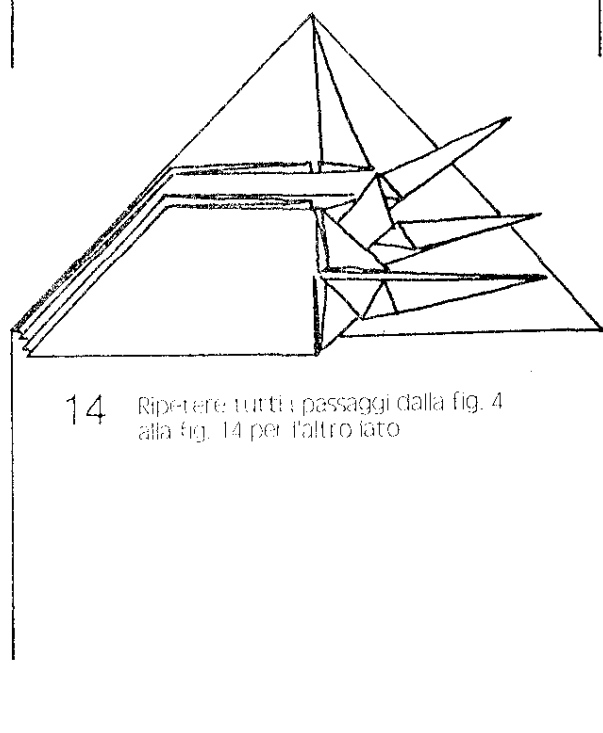
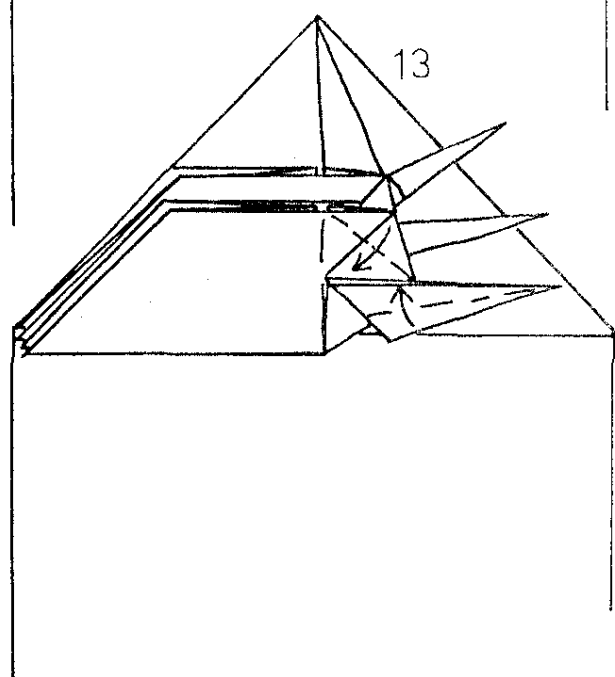
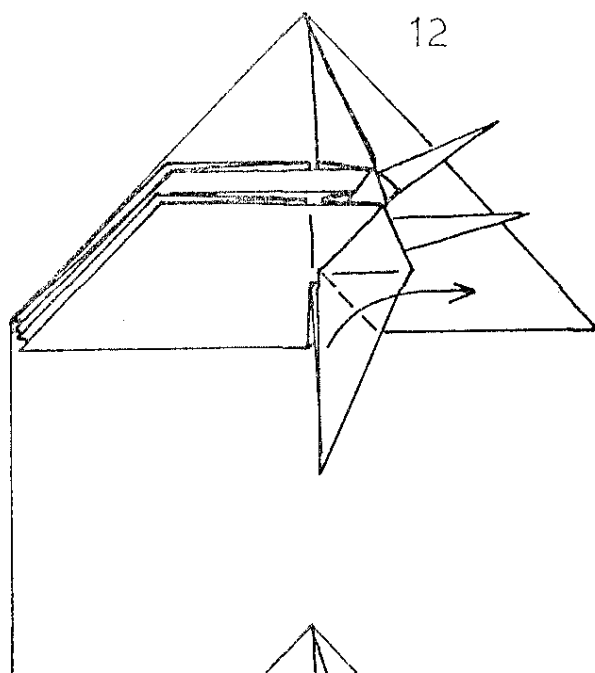
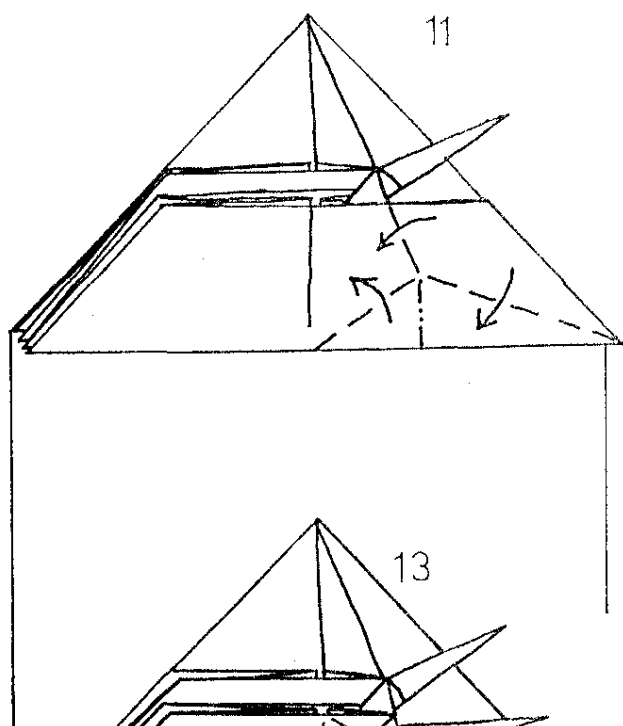
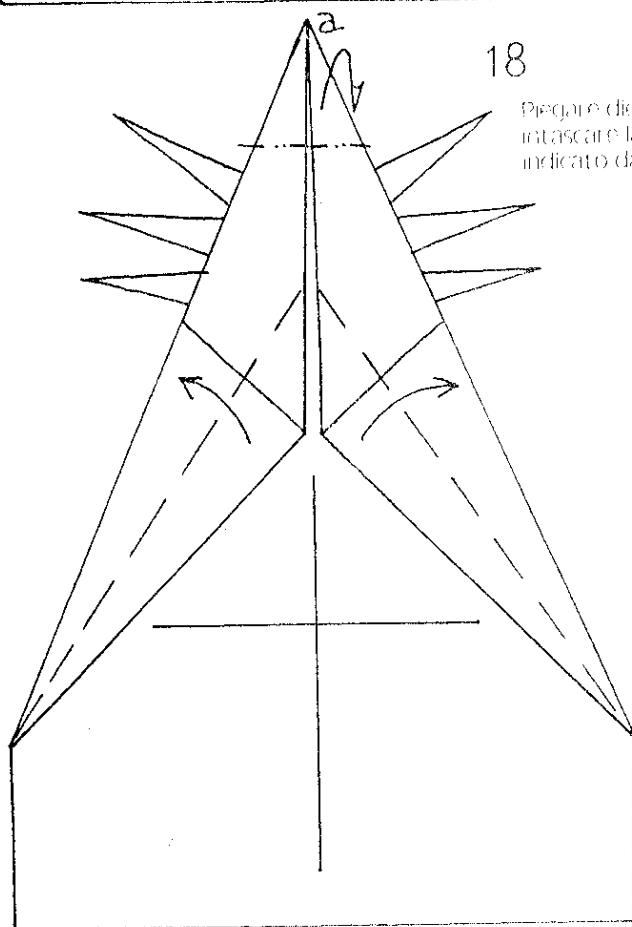
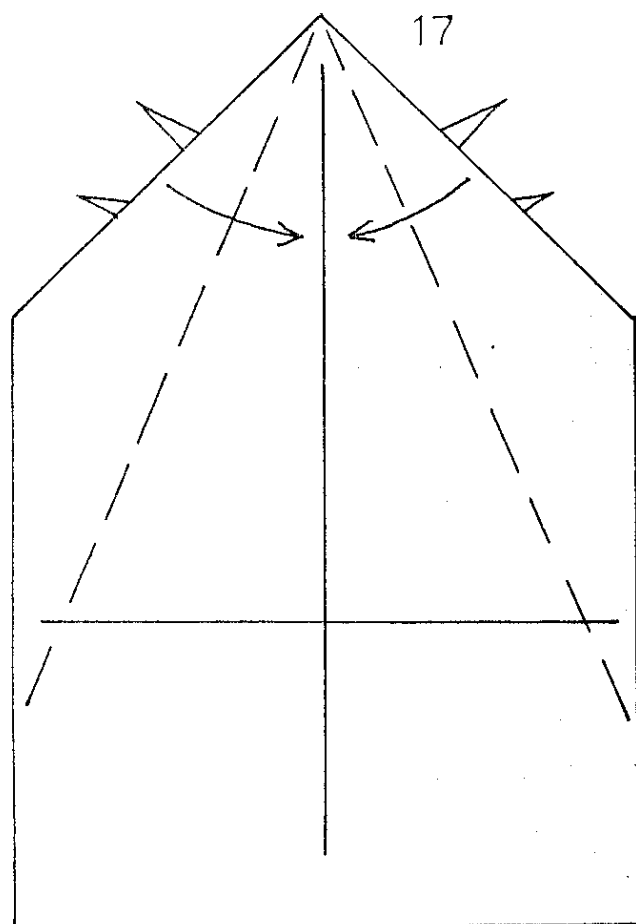
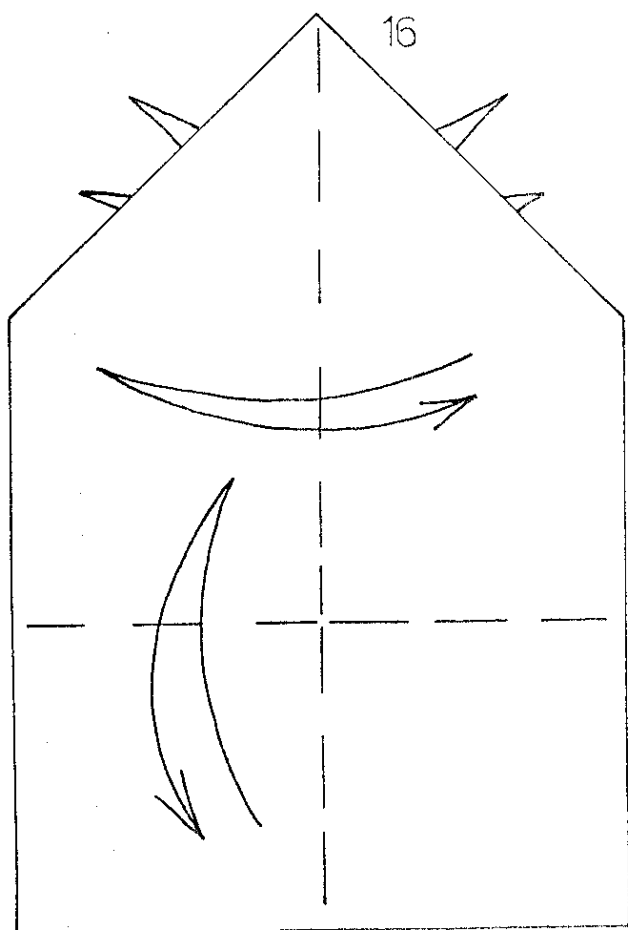
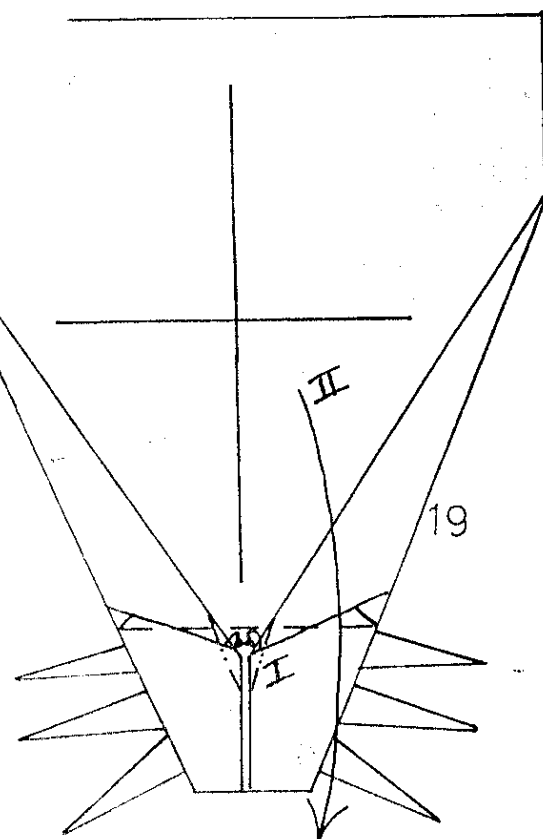
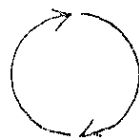
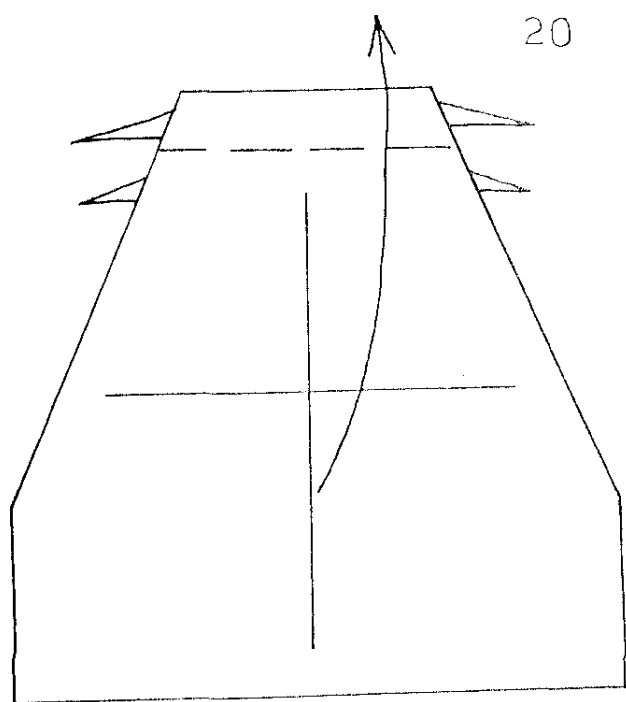
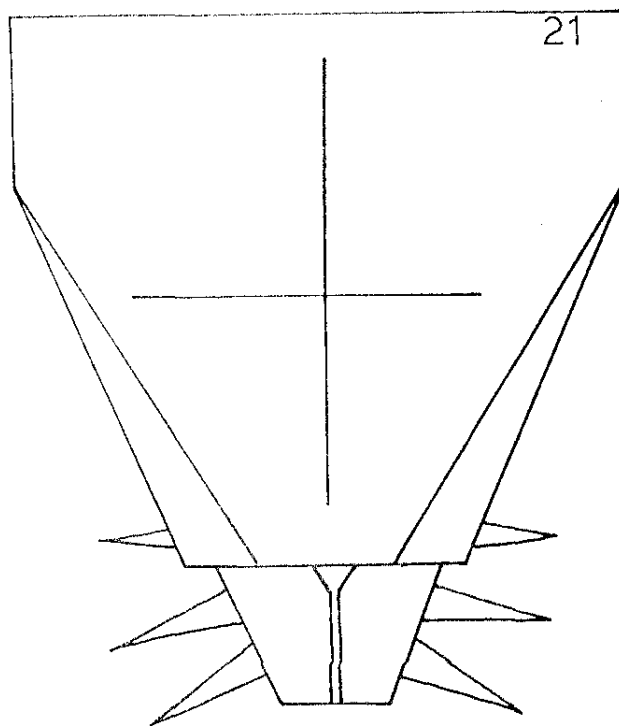
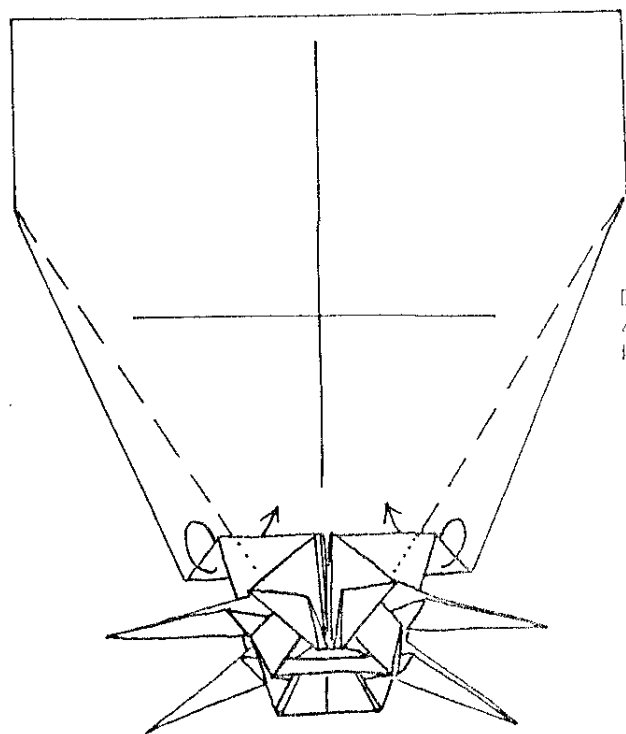
Qui si intascherà la punta (a)

16
17
a
18
Piegare dietro ed
intascare la punta (a) come
indicato dalla fig. 15
II
I
19

Da qui fino alla fig. 25 non appaiono il primo paio di zampe per poter illustrare con più comodità le pieghe

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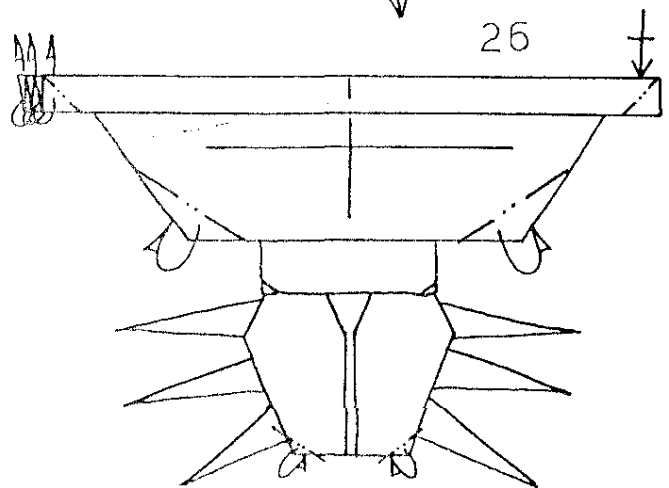
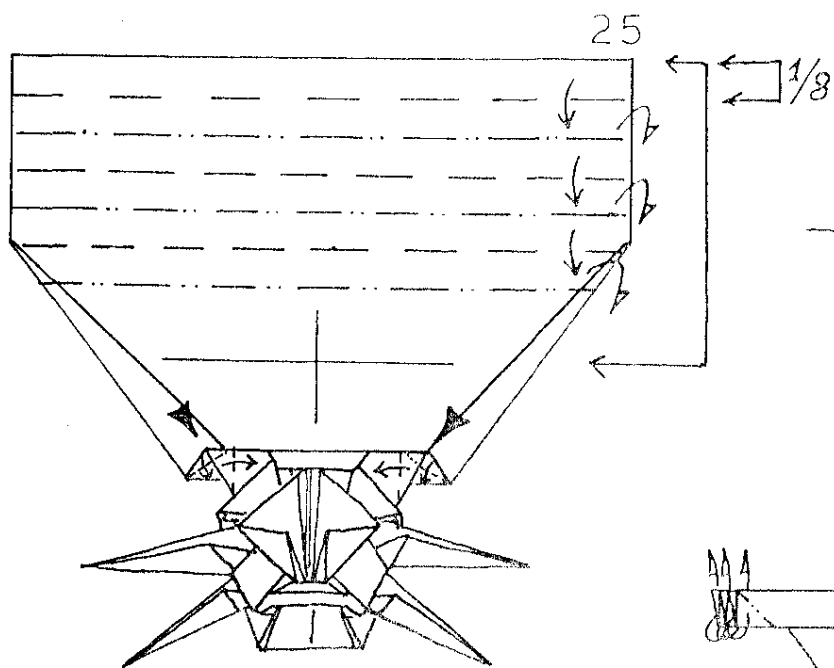
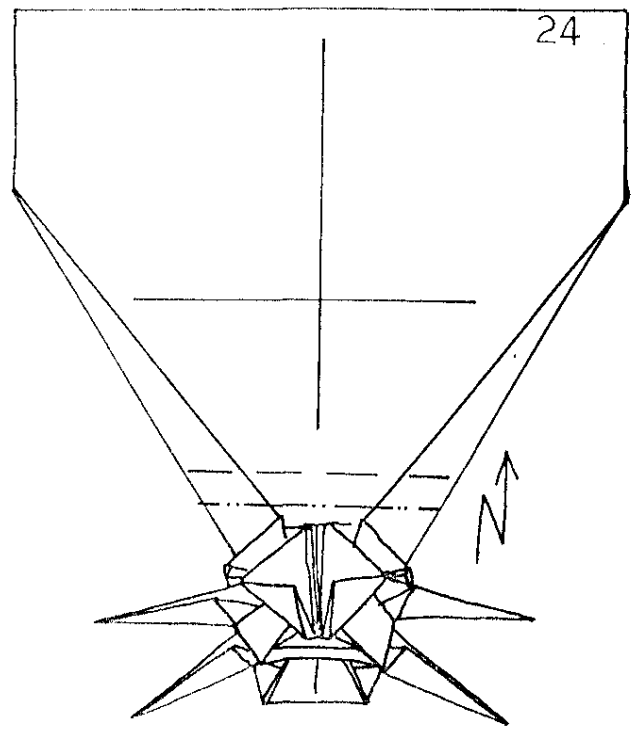
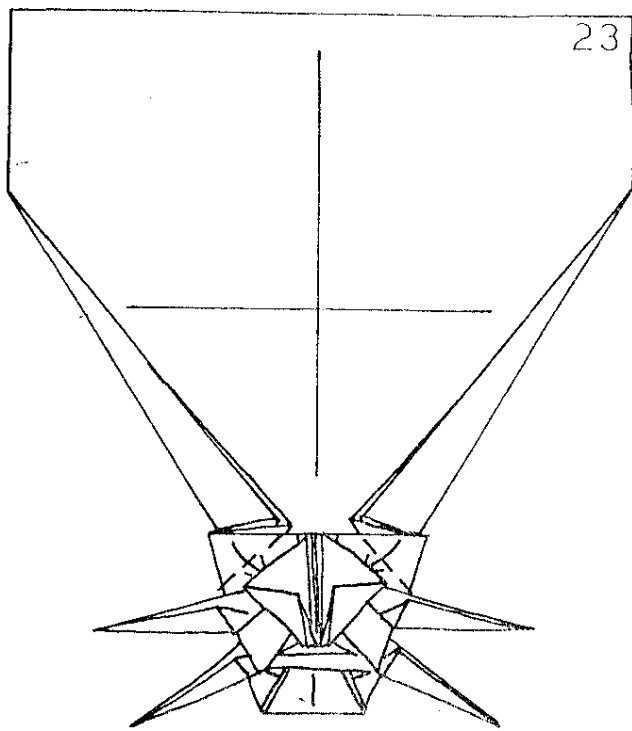
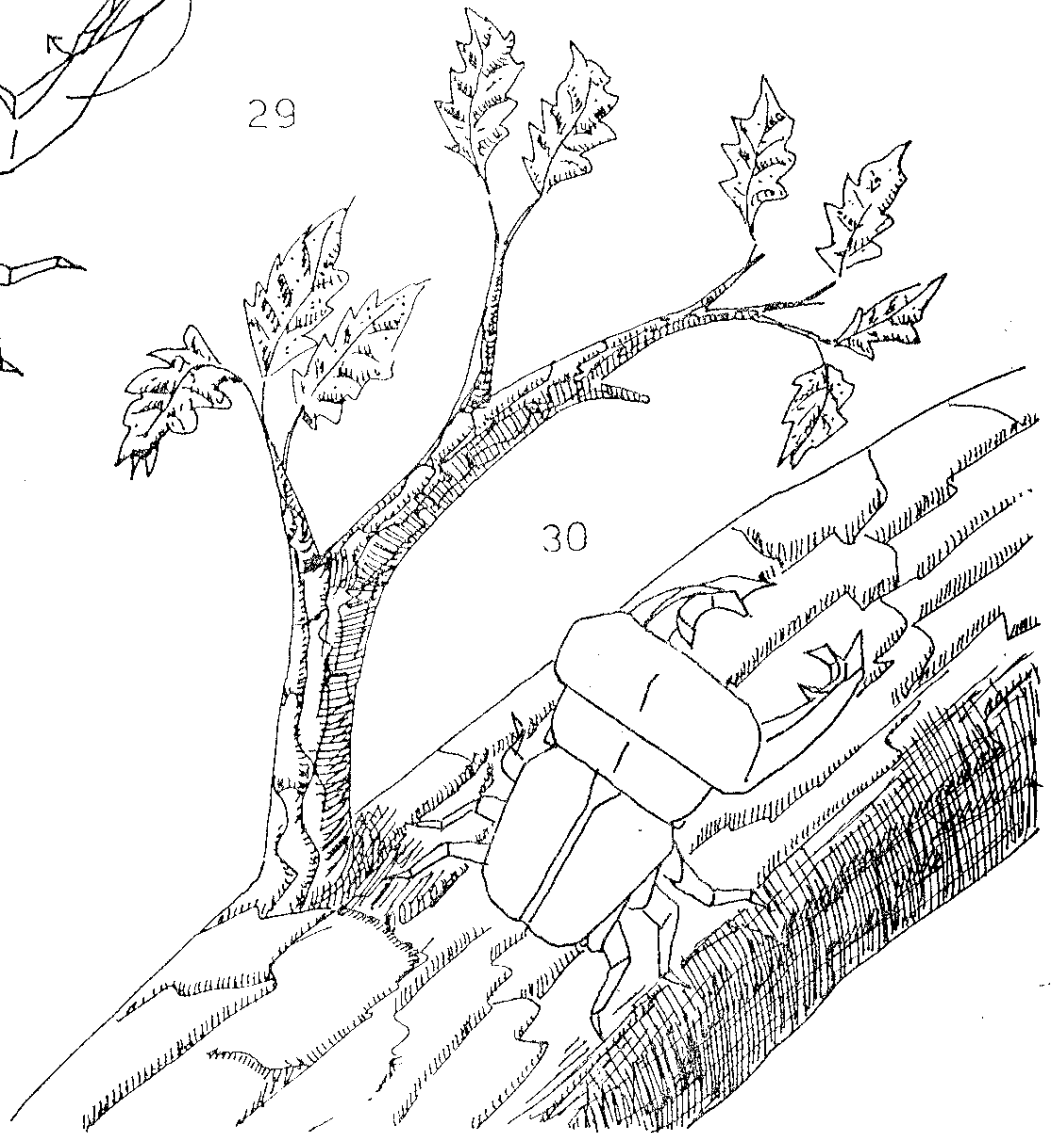
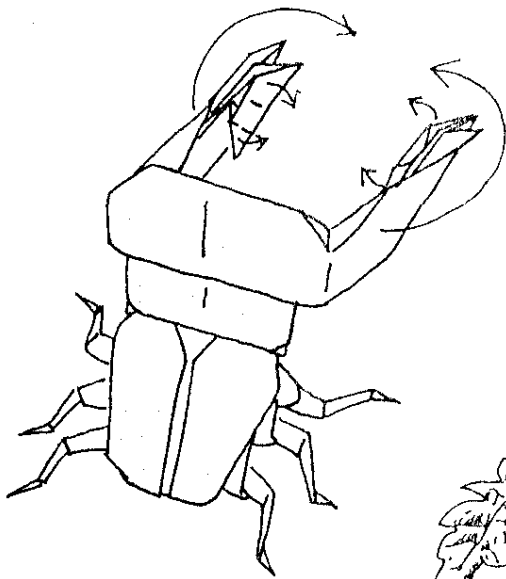
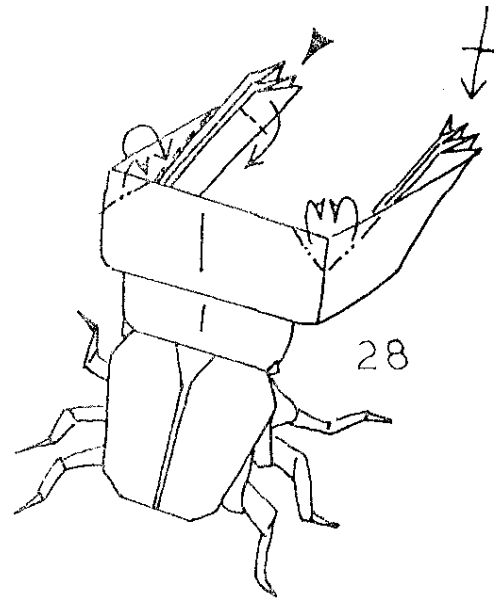
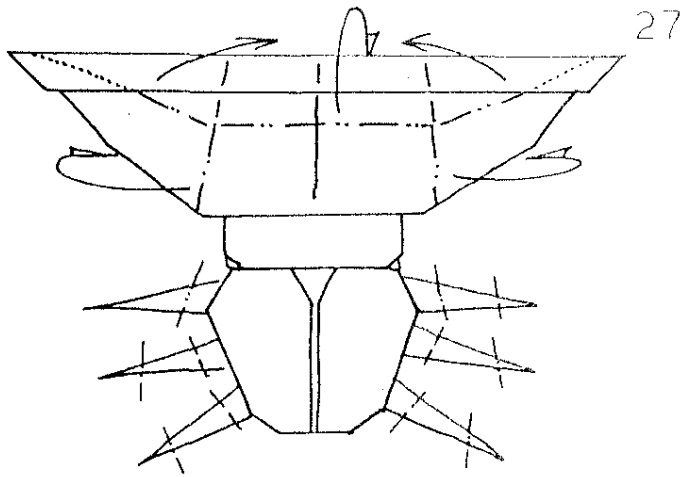
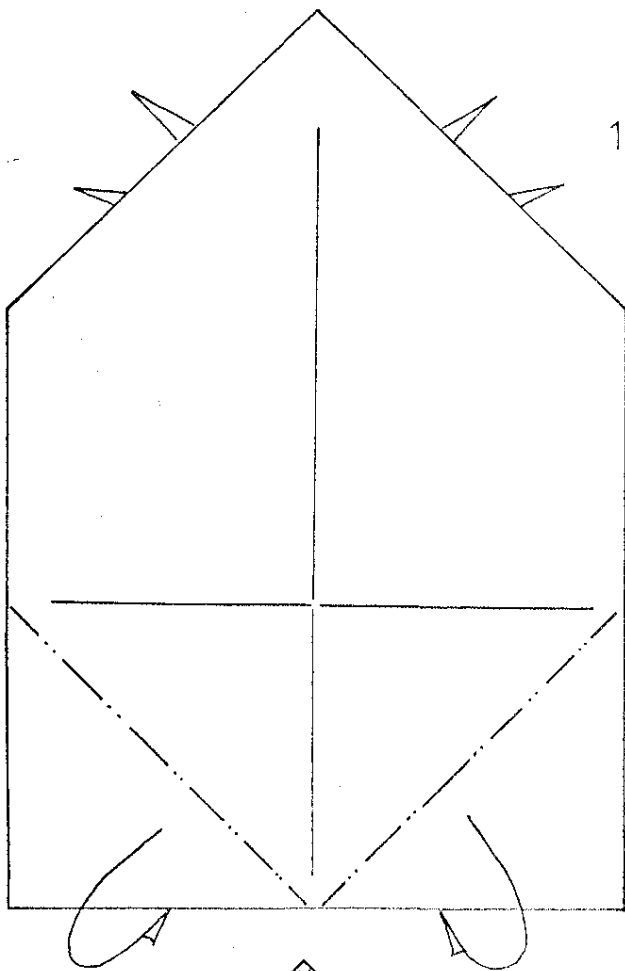
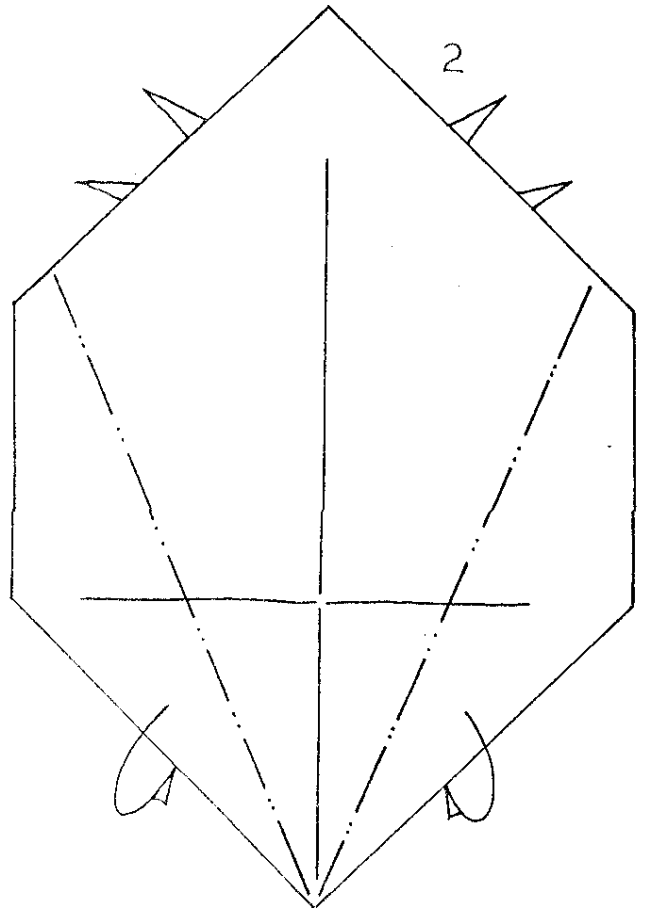
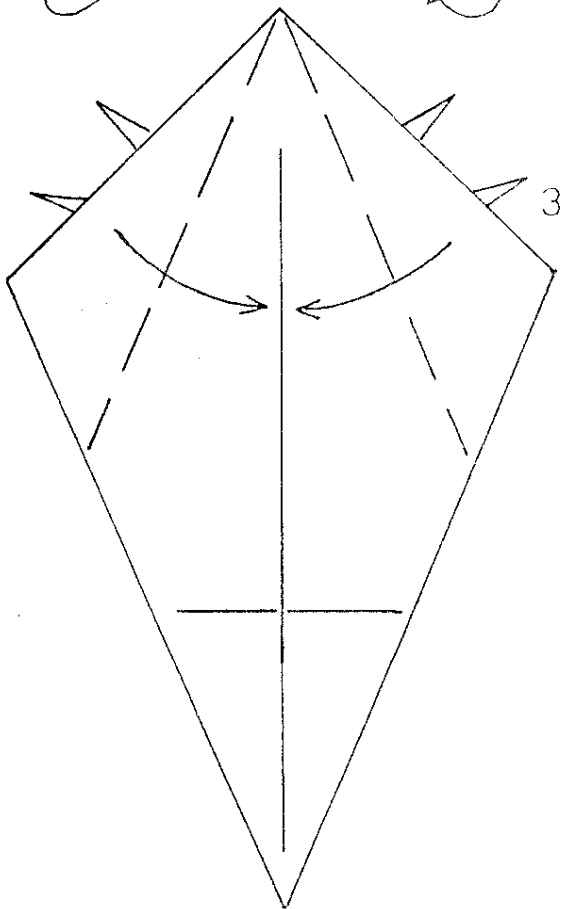
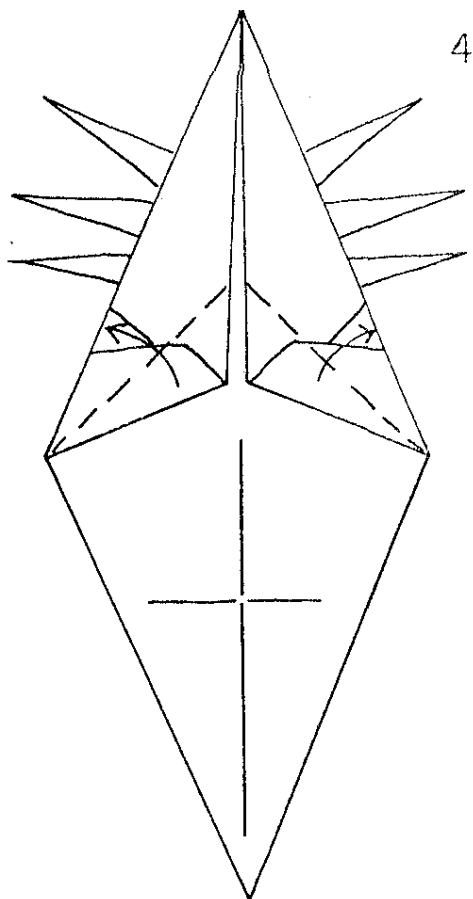
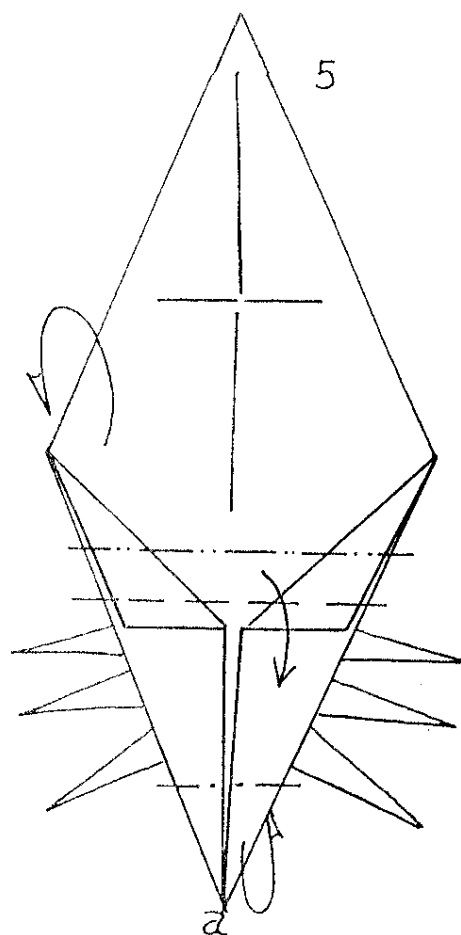
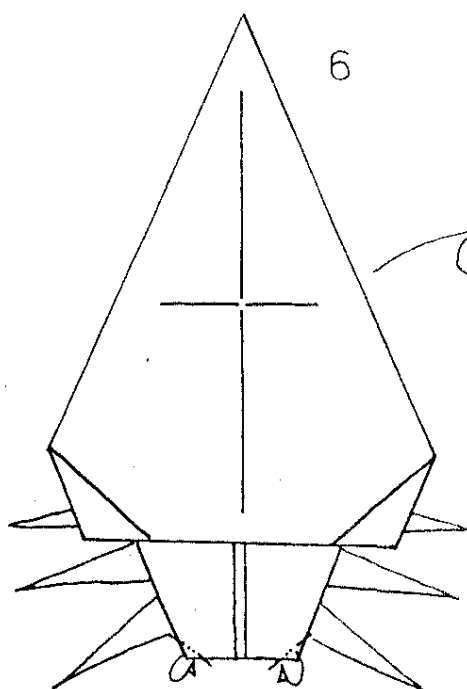
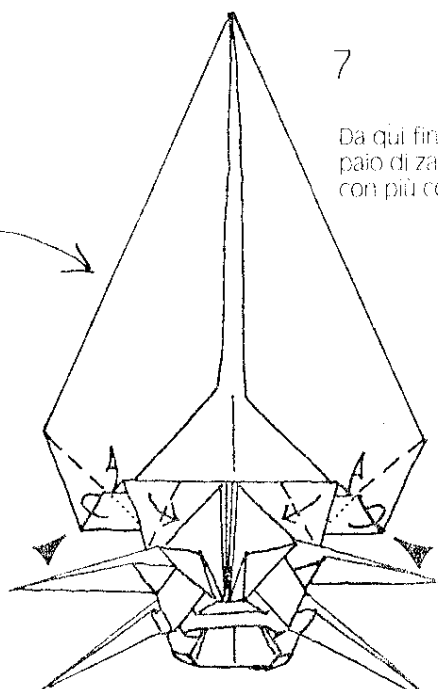

LO SCARABEO RINOCERONTE

Iniziare dalla fig. 17 del cervo volante

Intascare la punta (a) come alla fig. 18 del modello precedente

Da qui fino alla fig. 8 non appaiono il primo paio di zampe per poter illustrare con più comodità le pieghe

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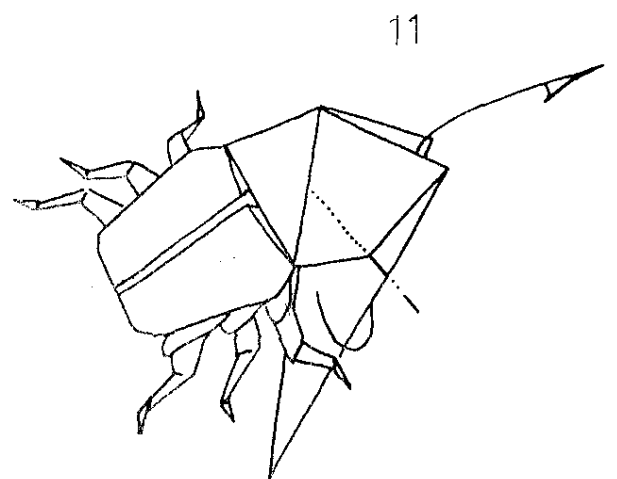
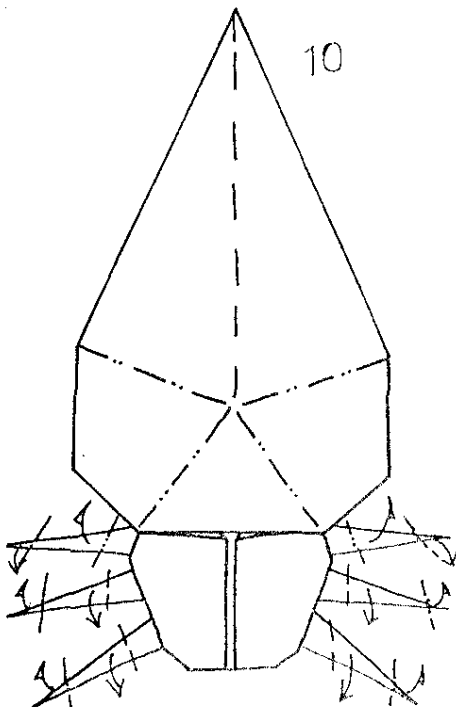
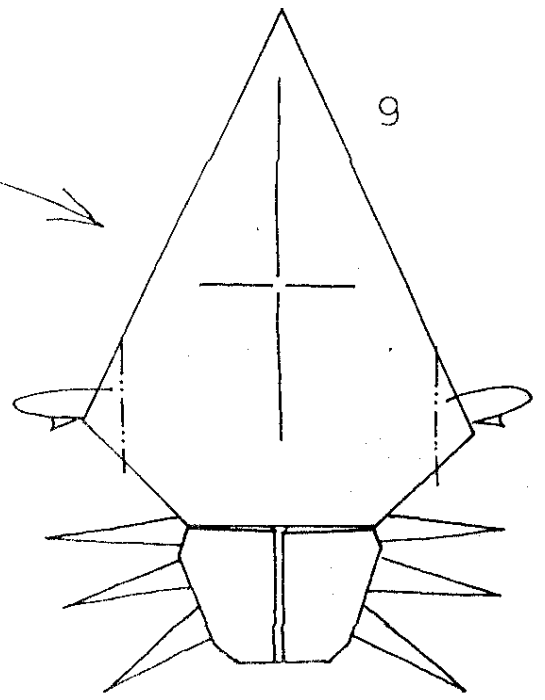
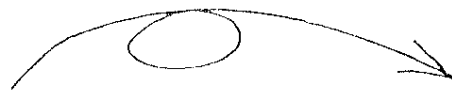
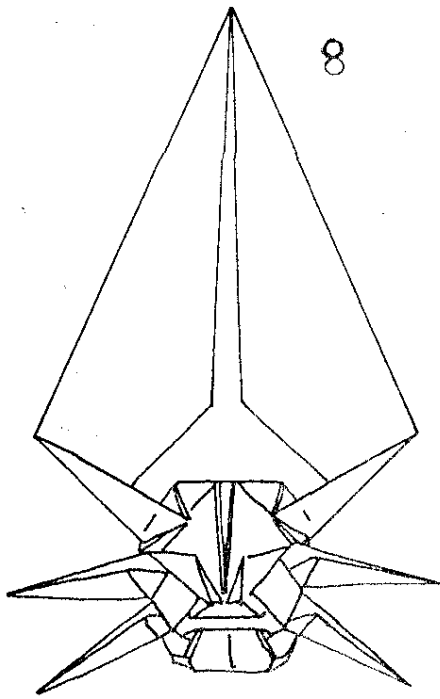
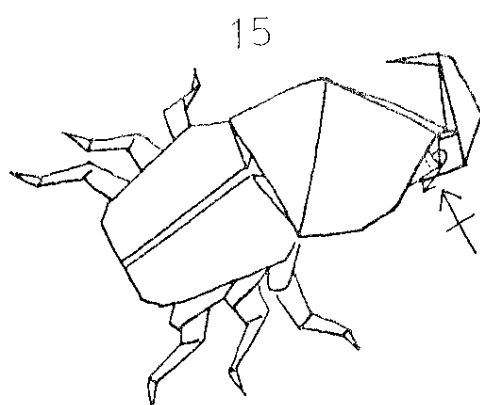
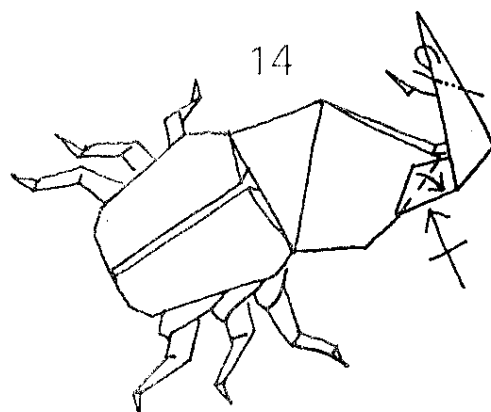
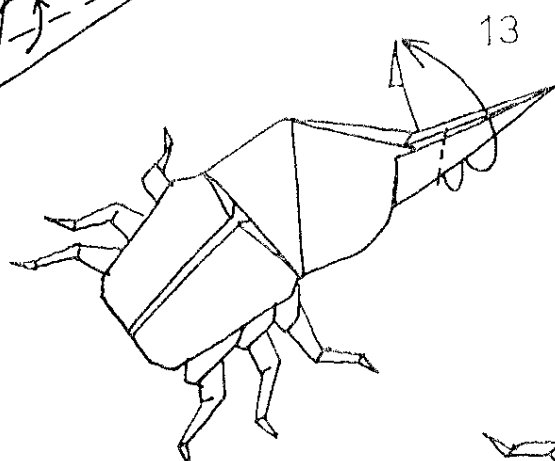
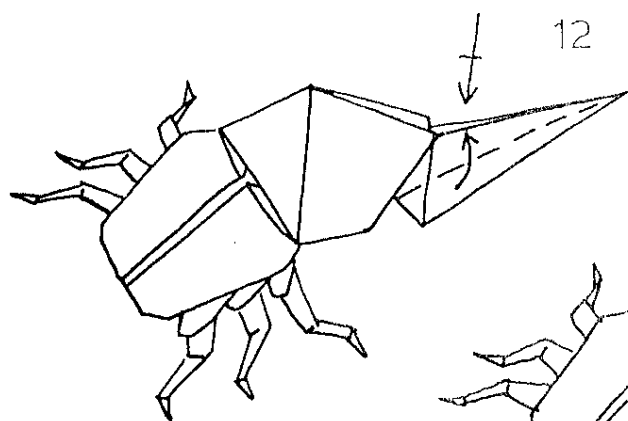
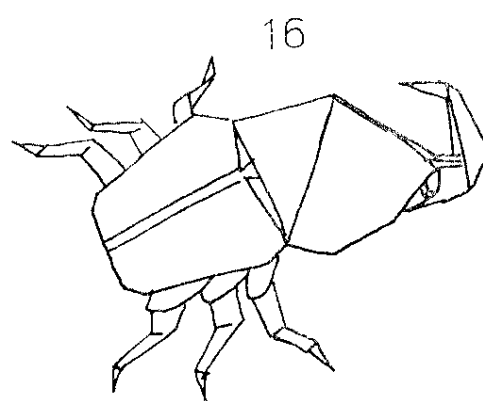
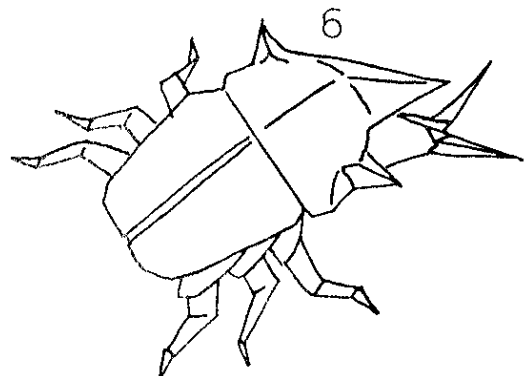
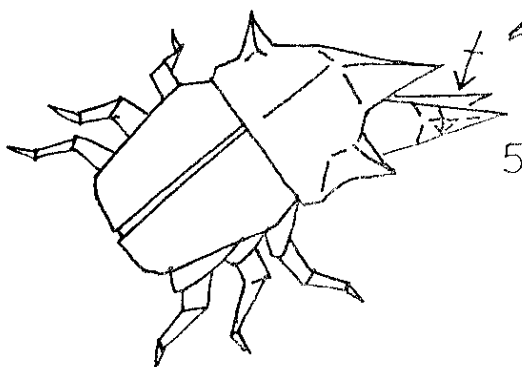
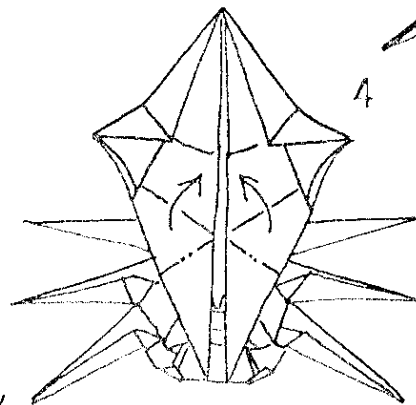
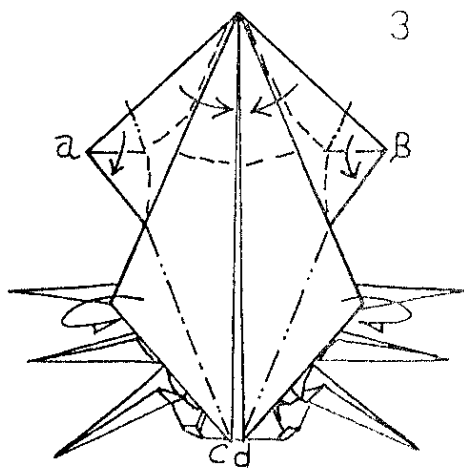
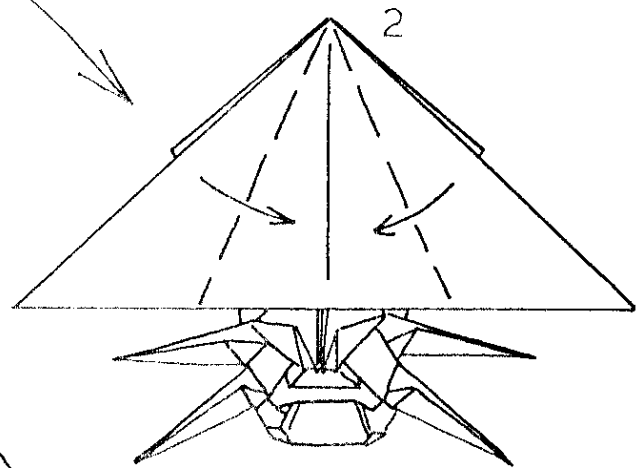
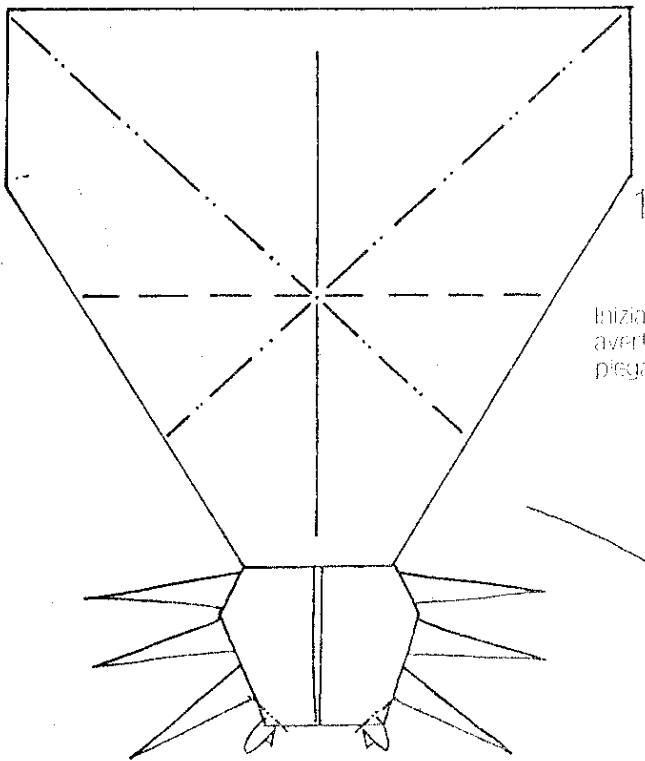
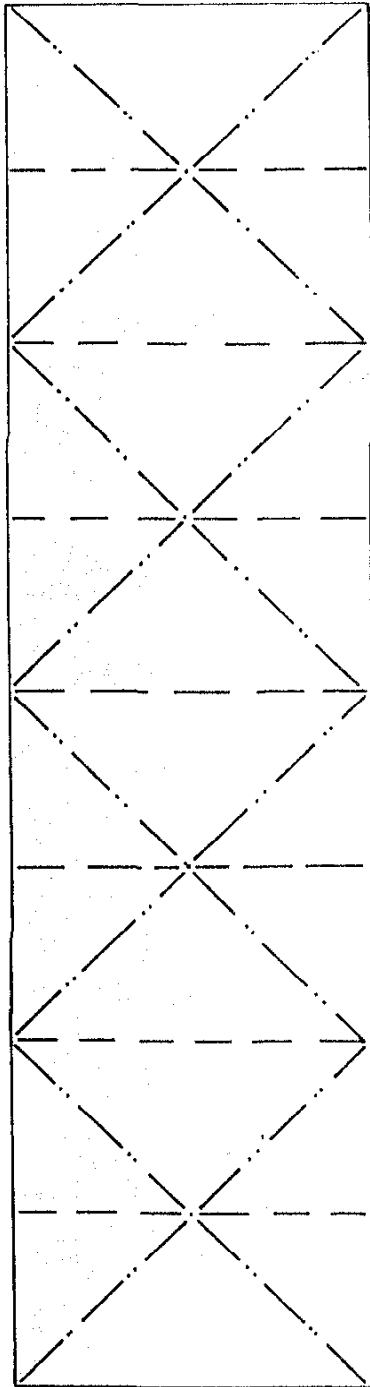
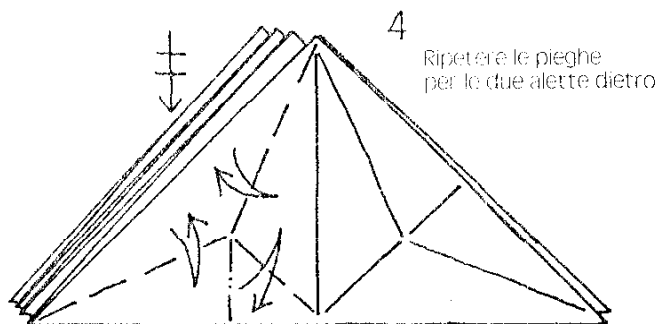
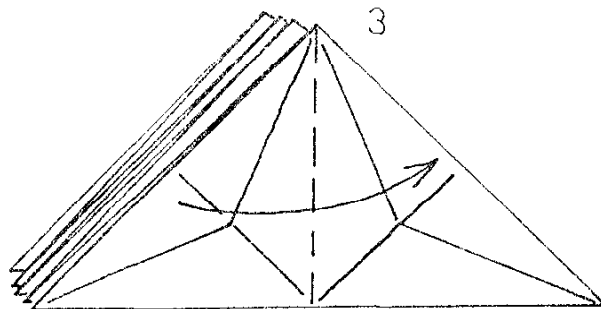
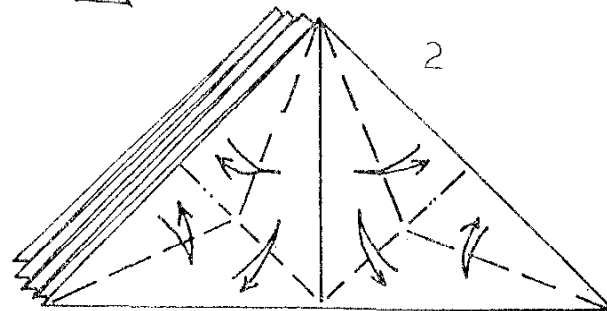
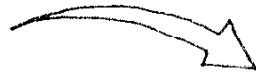
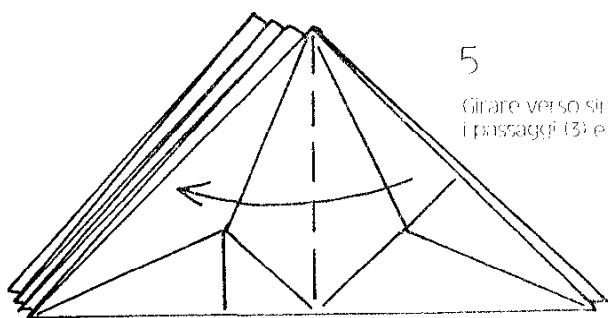
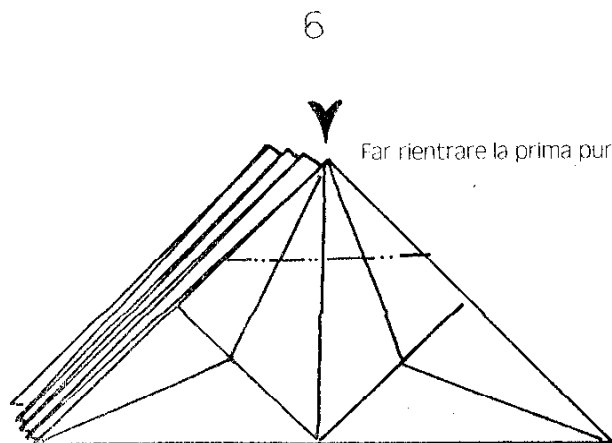
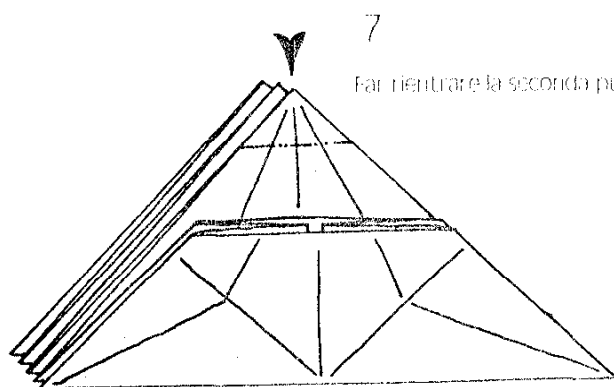
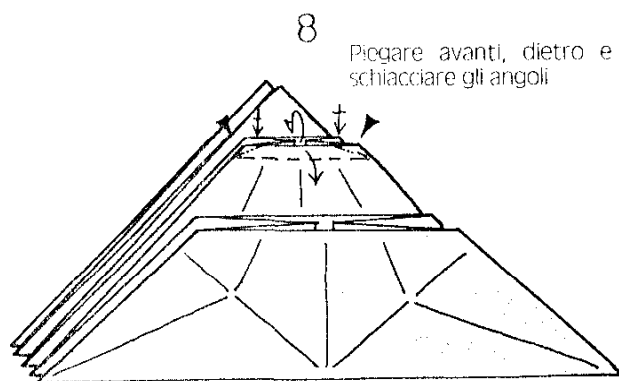

Modellare l'occhio aiutandosi
con una punta

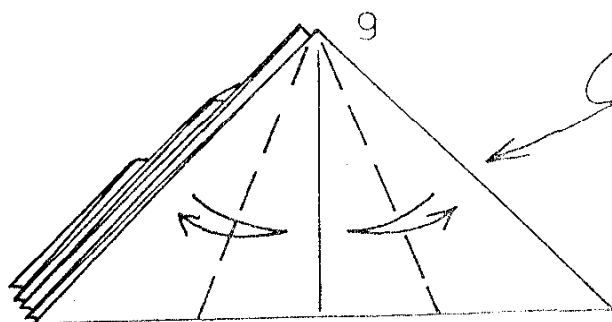
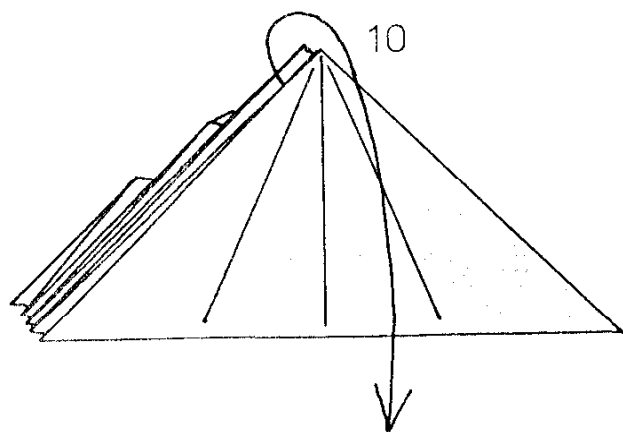
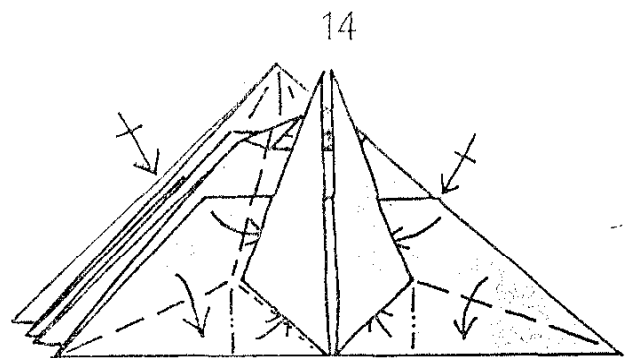
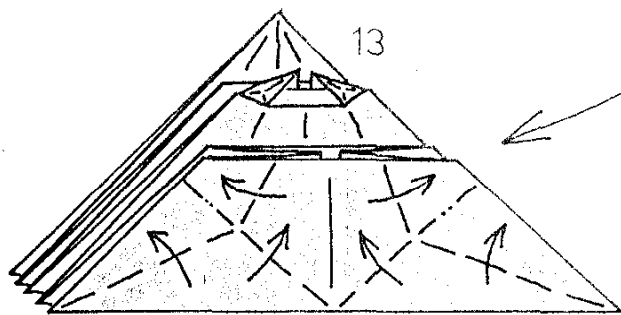
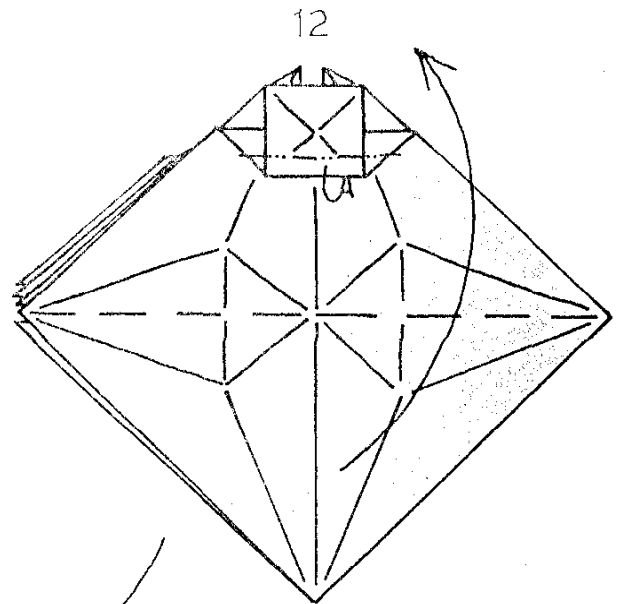
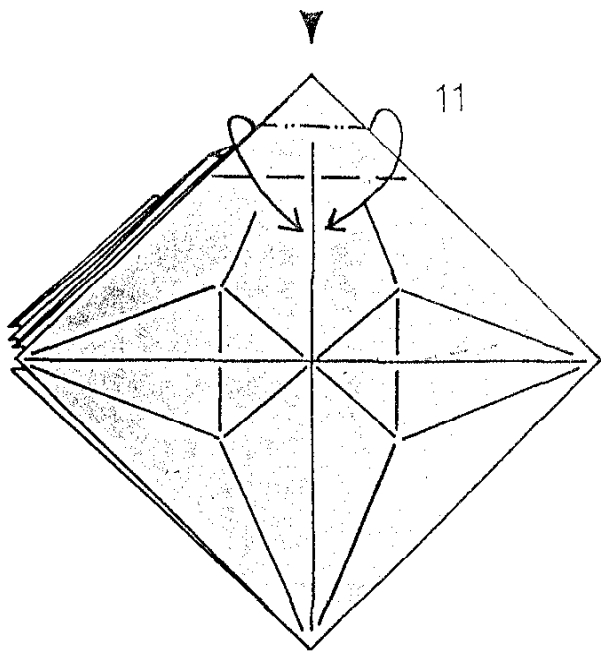
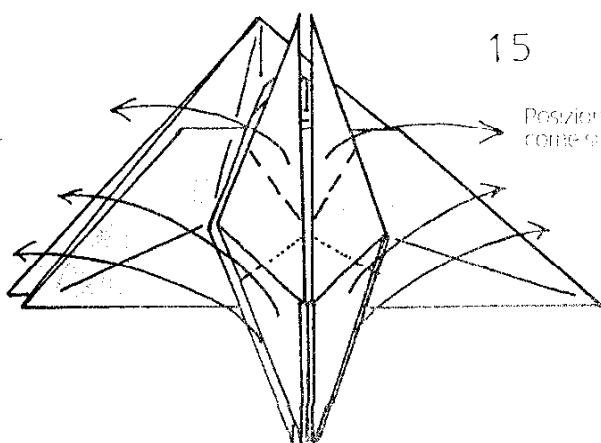
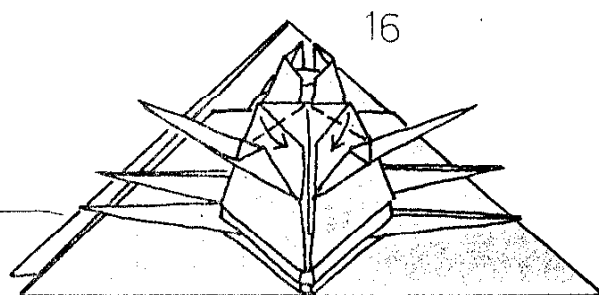
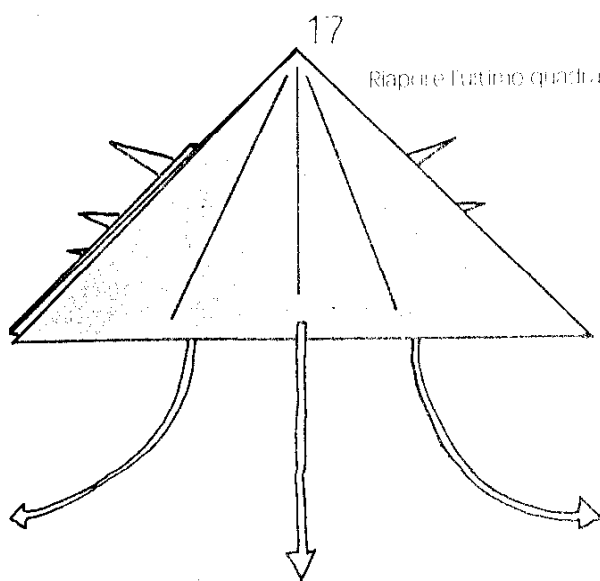
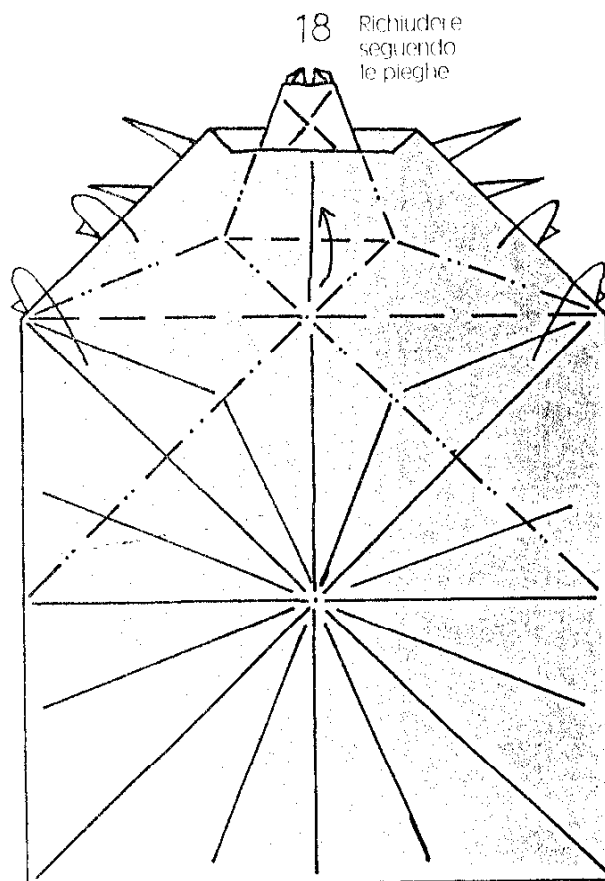
16

IL COLEOTTERO TROPICALE

Iniziare dalla fig. 24 del modello precedente, dopo averla voltata ed avendo avuto cura di omettere la piegatura della fig. 1ª

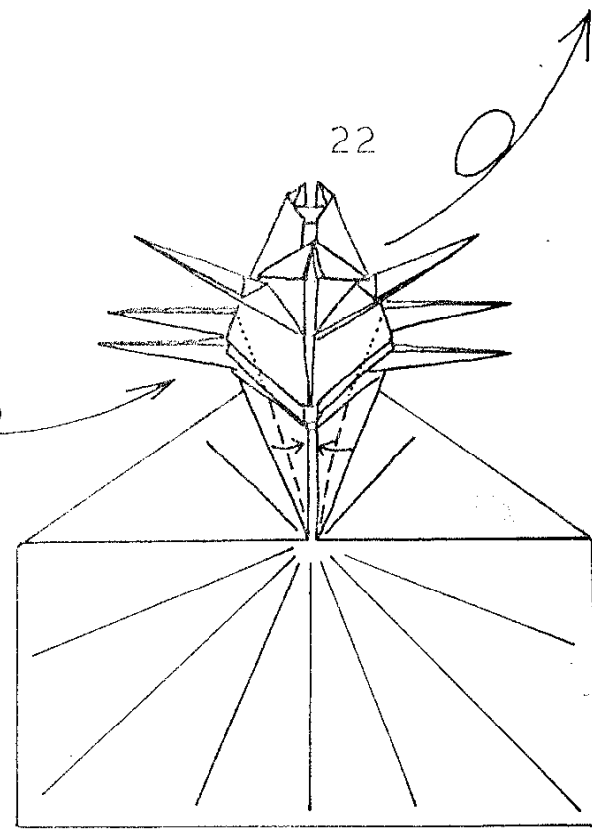
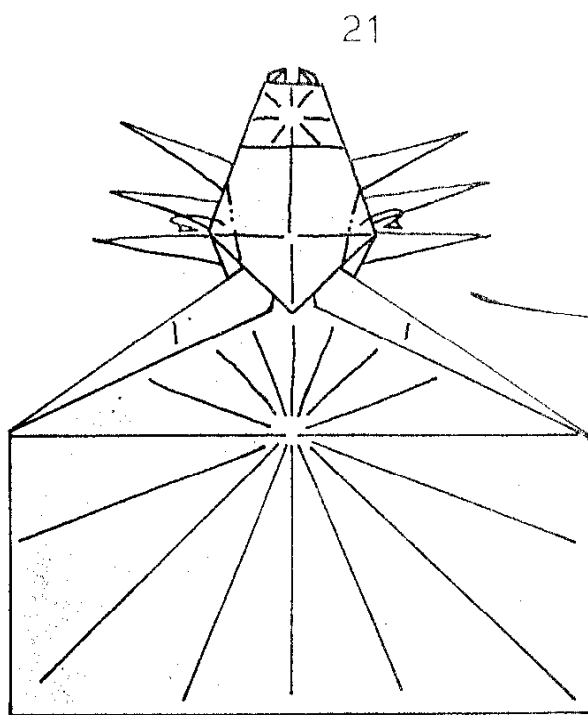
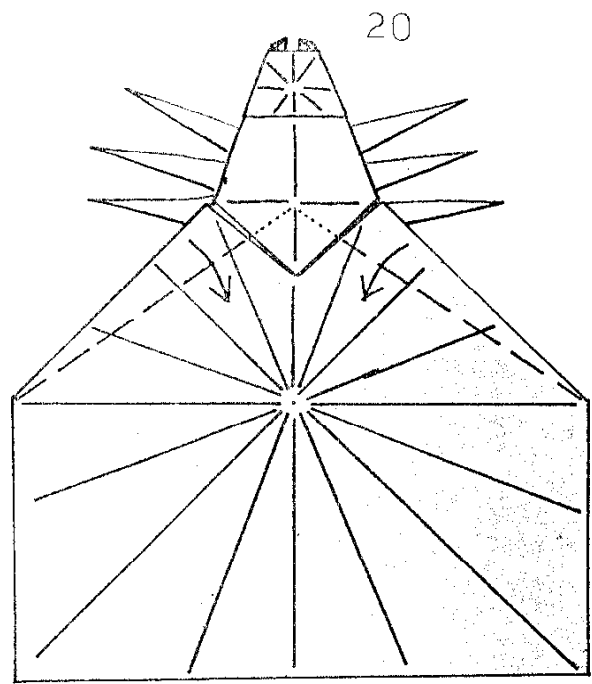
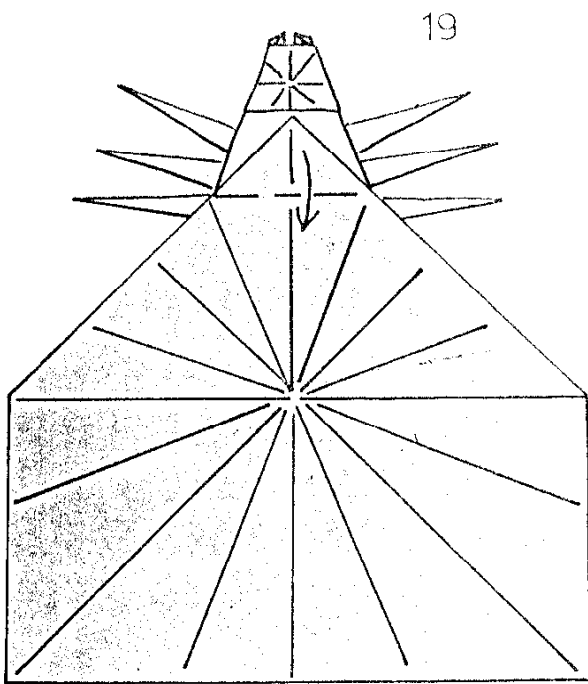
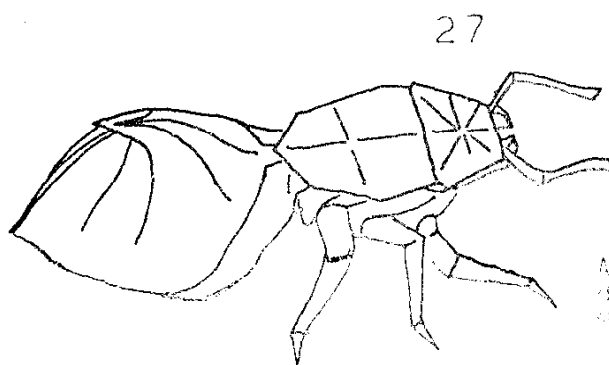
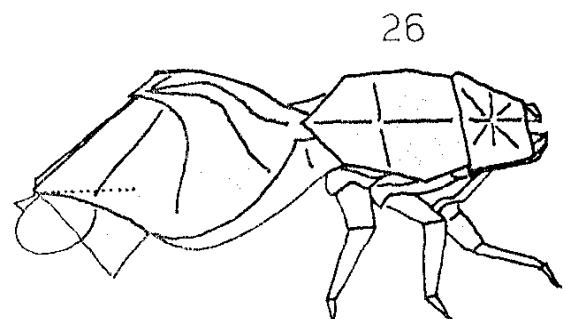
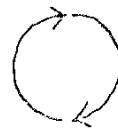
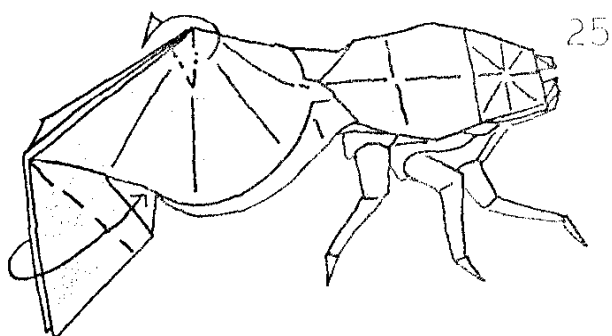
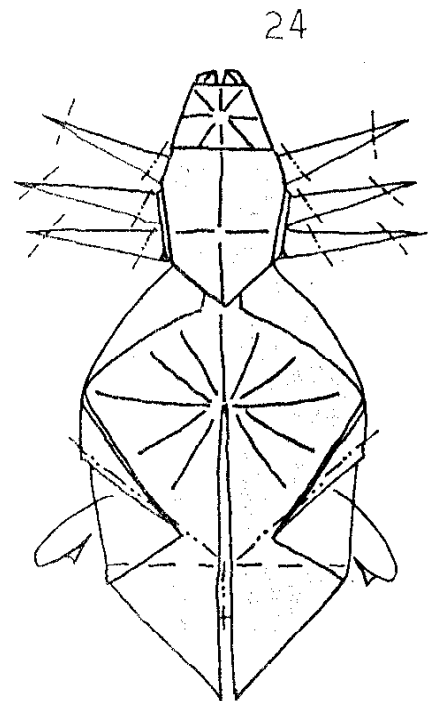
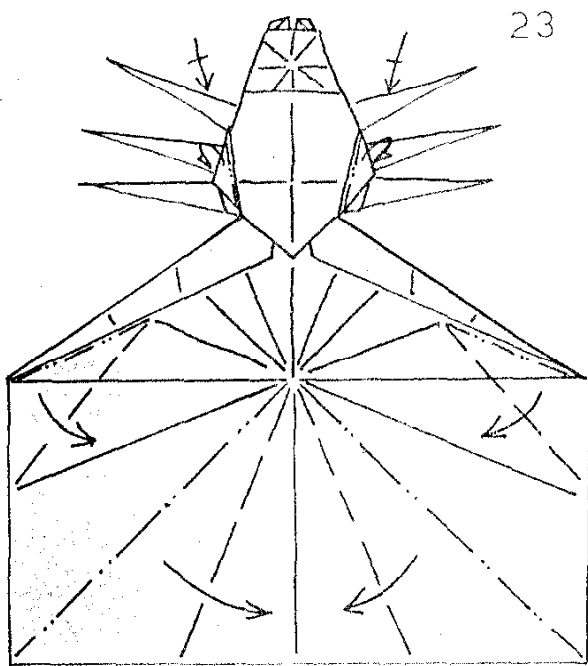
LA FORMICA

1
Iniziare con un rettangolo 4x1
2
3
4
Ripetere le pieghe
per le due alette dietro

5
Girare verso sinistra e ripetere
i passaggi (3) e (4) per l'altro lato
6
Far rientrare la prima punta
7
Far rientrare la seconda punta
8
Piegare avanti, dietro e
schiacciare gli angoli
9
10

11

12

13

15
Posizionare le zampe ed assottigliarle così come si è fatto per la forficula
16
17
Riaprire l'ultimo quadrato
18
Richiudere seguendo le pieghe

19

20

21
22

A questo modello è necessario aggiungere le antenne per dargli una visione più realistica. Realizzarle quindi con una [illegible] e inserirle come nel disegno.